

SEGA™
VISIONS
GENESIS • GAME GEAR
SEGA CD
STREET FIGHTER II
CHAMPION EDITION
Exclusive Coverage – 8 Pages of new moves and combos. Pg. 14
Game Reviews
SEGA CD: Rise of the Dragon • Road Avenger • Time Gal • Hook • Chuck Rock
GENESIS: Mutant League Football • Wayne's World
Fatal Fury • Power Monger • The Flintstones
Batman: Revenge of the Joker
Out of this World • PGA Tour Golf II
GAME GEAR: Tom & Jerry • Krusty's Fun House
Vampire • Mickey Mouse Land of Illusion
Double Dragon
Ariel, Disney's The Little Mermaid
Talespin • Global Gladiators
Cool Spot
Take a wild romp with 7-UP's red adventurer. Pg. 24
Sonic the He
Comic Part II
Pg. 80
Pg. 92
Sneak Peeks at
Jungle Strike, Terminator CD and Spider-Man
April/May 1993
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R.B.I. '93 puts you into the big leagues with nearly 700 REAL Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.
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SELECT YOUR LINEUP
Keep rosters current with Create Team Option—or make your own trades... how would Jose look in Florida teal?
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R.B.I.™ BASEBALL '93
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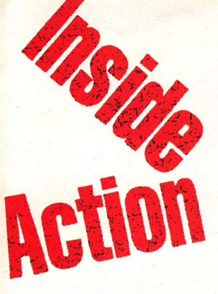


You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH

MAJOR LEAGUE BASEBALL PLAYERS © MLBPA



OFFICIAL SEGA SEAL OF QUALITY



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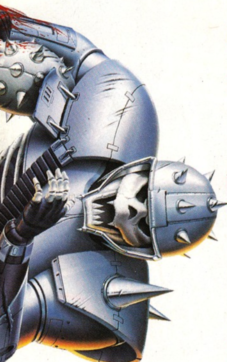
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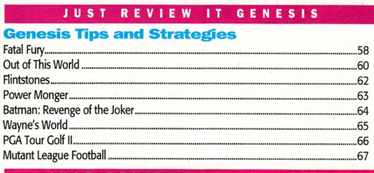
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Overheard at Sega

Street Fighter II, the Champion Edition

The biggest news around the Halls of Sega is the coming of *Street Fighter II* to the Genesis. And not just any old *Street Fighter II*, but the Champion Edition, with more moves, more characters and more kick-butt-and-take-names action. So to all you SFII fans who wrote and requested a Street Fghter II for the Genesis, thanks for letting us know what you wanted. Check out the major preview starting on page 14 in this issue.

Portable Wall Socket

Three to five hour battery life getting you down? There has to be a better way to go portable. You're on a flight to Germany from LAX and just as you're about to snag your fifth chaos emerald, your Game Gear needs a reload. No fair eyeing your neighbor's Walkman – he's going to need his batteries for his collection of Wagner operas. What you need is a portable wall socket. INNOVA Electronics Corp. out of Fountain Valley, CA, could have the answer to your prayers. They've just announced a rechargeable power source, 3-by-3 by-7.5 inches, 120 volts and 50 watts, that can be recharged up to 1,000 times. Hey, INNOVA, hurry up. We've got a flight to Japan and *Chakan* for Game Gear is taunting us.

Jurassic Park

Hold on to your seats for what promises to be one great ride. Coming this fall, *Jurassic Park* for Sega CD will be a multimedia extravaganza, with more than 40 minutes of digital quality sound and state-of-the-art animation, for a truly movie-like experience. We recently caught a demo of some of the work in progress, and were blown away by what we saw and heard. Look for "The Making Of Jurassic Park" in the next issue of *Sega Visions*.



Head Phones for Your TV

Past bed time on a school night, your parents are sound asleep and you've just reached Death Egg Zone. You skipped your math homework to get this far, and now you are within striking distance of the glorious last level when Dad, who knows how to use the on/off switch, greets you with a grumpy "Say good night, Sonic. Time for bed." Ouch!!! If only you had the TV Listener from Unisar. Full stereo headset without a leash to trip you up. It works with any TV or audio source within a range of up to 50 feet. You just plug the sending unit into the TV's audio out jack, and the headphones pick up the signal. Got a friend spending the night? There's no limit to the number of headsets to a transmitter. Oh yeah, Dad, you can use it too. You kept me up last night playing *Sports Talk '93*.

Comics on the Cutting Edge

Have you experienced Vertigo? No, we don't mean getting dizzy while climbing tall buildings. We're talking about DC Comics' new imprint of cutting-edge titles. If you've sampled *Sandman, Doom Patrol, Animal Man*, or *Swamp Thing* before, you already know how dark, bizarre and intense these stories can be. Where else can you meet the Endless? This is a family whose members include Destiny (the eldest), Death and Dream (Death's younger brother, known as Morpheus to you and everyone else). But if you're afraid of jumping into the middle of the storyline, you can check out these new titles: *Enigma, Sandman Mystery Theater, Kid Eternity, Black Orchid* and *Mercy*. Don't worry if you find yourself strangely attracted to these comics – you're just experiencing the first symptoms of Vertigo.

SEGA VISIONS

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Sonic Toon

There are a few reasons to put down your control pad. Like eating, bathing, sleeping and maybe a few others. Now there's another legitimate reason to turn off your Genesis (or at least put it on pause for half an hour) – the adventures of Sonic The Hedgehog in his own cartoon show. ABC is planning a half-hour special this summer, Sonic The Hedgehog – Heads or Tails, created by Len Jansen, the creative force behind such animated hits as The Smurfs, Batman, Tarzan, and The Real Ghostbusters. Join Sonic and Tails as they try to save the planet from Robotnik and his evil sidekicks Cluck (a robot chicken) and Snively (Robotnik's spineless attache).

Then in the fall, Sonic and Tails join forces again, this time in a syndicated cartoon series of 65 episodes. In this series, Sonic has to keep on his toes to stay ahead of Robotnik's S.S.S.S.S. Squad (which stands for Super Special Sonic Search and Smash Squad). The syndicated series is expected to air Monday through Friday. We can't wait.

Sega Nice Guys

Sega of America has been doing its part to make the world a little better. So far, the Sega Youth Education and Health Foundation has donated almost $3,000,000 to various health and education related charitable organizations. Sega has lightened the loads of A Better Chance, the George Lucas Educational Foundation, National Foundation for the Improvement of Education, Teach for America, CSU Dominguez Hills, Council for Basic Education, Impact II, Puente Learning Center, Mathematics Engineering Science Achievement, Clearpool School, Computer Learning Foundation, California Academic Decathlon, Girl Scouts, Nellie Thomas Institute of Learning, Pediatric Aids Foundation, and much more. Now you can become part of this charitable movement, and win valuable prizes while you're at it. Sega Visions is sponsoring a contest to come up with a new logo for the Foundation. Check it out on page 94.

Edutainment

For some gamers, the thought of combining entertainment and education is like putting ice cubes in hot water – you end up with something that's too warm to drink, and too cool to bathe in.

But this doesn't have to be the case. Look at the huge success of titles like Where in the World is Carmen Sandiego? and Where in Time is Carmen Sandiego? Like it or not, these games actually teach you geography and history, while showing you a pretty good time. The same goes for Software Toolworks' Miracle Piano Teaching Method, which uses video game techniques to teach you how to tickle the ivories. We think this is just the beginning. Video games and video game consoles are so popular now that they could be used for homework assignments. All we need is for some game designer to come up with some creative edutainment concepts. How about it guys? And we'd like to hear from readers too. How would you feel about learning math on your Genesis?

Disney News

Until recently, when the rides shut down for the night and all the guests went home, Mickey and his gang would head to a secret corner of Disneyland. Now their little village has become the newest "land" since 1972, and is open to the public. The cartoon world of Toon Town is a little like stepping into an animation. There are no right angles, the manhole covers talk, there's a taxi cab jutting out of a building, and a lot more loony stuff. It's right out of Roger Rabbit. This place is a must see.

Old Toys = $$$$

Do you remember burying your Star Wars figures? Or freezing them? Maybe you took them apart? Or sat them on top of a fire cracker and lit it? Yeah, we did all those things too. Too bad we didn't know that one day some of these (unabused) figures would be worth up to $200. Collecting toy figures has become a legitimate hobby, just like stamp and baseball card collecting. And like our dads who kick themselves for putting a Willie Mays in their bike spokes, we are doing the same for letting Luke dry out on the roof of the shed. Our advice to you is to check out a toy collectors price guide (you can find those at any comic book store) and then rummage through your old toy box and hope that Han Solo hasn't been decapitated.

Sega Down Unda

They might be down under, but those folks from Sega Ozisoft in Australia are right on top of things when it comes to secret passwords. They recently sent us the following Level Select passwords for Sonic 2. Follow these instructions, and you should be able to access any level in the game.



The folks at Sega Ozisoft take a break from their busy schedule to smile at the camera.

First go to the Sound Test mode (from the Options screen), and select the following sounds: 19, 65, 09, 17. Press B after selecting each sound. (Use the D-Pad and Button A for selecting the sounds).

Now press Start, and when you get to the title screen, hold Button A and press Start. The level select screen should appear.

Cyberspace

Virtual Reality is now in better arcades everywhere. Sega Enterprises' Virtua Racing games are two-player arcade machines that let you participate in a road race against another player. Each driver sees the road from his own point of view. Not only do you see the road, but you can feel it too, as you experience the g-forces of 120 mph corners and the bumping of your wheels against your opponent's. Current models allow four machines to be interlinked, allowing eight players to race at once. Future models will accommodate 10 or more drivers, with large screen monitors showing the entire race for the benefit of the spectators. Sega Enterprises usually develops and distributes Sega arcade machines, but we hear that they're about to get into something a little different. Stay tuned for more info...

Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!



Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

SEGA CD™

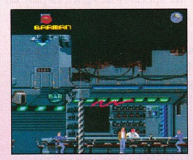


Renovation Products, Inc.
4655 Old Ironsides Dr., Suite 265
Santa Clara, CA 95054

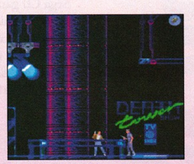
Game in a Cartridge!



Planet Titan: *It's a jungle out there. Filled with mutants, antimatter fields and other weird stuff.*



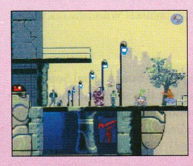
New Washington: *Find your memory (remember that?) then go under cover to avoid the Heat.*



Death Tower: *In a futuristic gladiator battle, it's a fight to the finish against replicants.*



Paradise Club: *You sniff out the aliens' bizarro plans but now they're on to you dude.*



Earth: *Oops! Your identity is uncovered. Now robot cops want to pulverize you.*



Planet Morphs: *Surprise! You show up at the aliens' HQ. They don't look happy!*

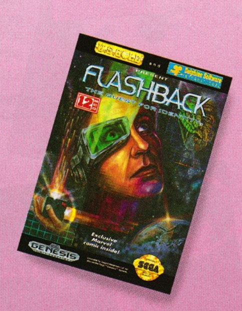


Exclusive 14-page Marvel® Comic Book included inside the package.

Flashback – the first game ever to pump awesome high-octane CD ROM performance from a cartridge. The action screams along at 24 frames-per-second. Just like movie animation. And after each level, the game moves along with animated sequences that are straight out of Hollywood. Excellent!

The Plot? You play the part of Conrad Hart, a GBI agent in training. You stumble on a bizarre alien plot to conquer the earth. Now you've got to outwit and combat droves of replicants, deadly aliens, traps and other stuff too weird for words. No problem for a pro like you...NOT!

Still not convinced? Then check it out at your local game habitat. Flashback – it's like putting your Genesis into warp drive.



Available for Sega™ Genesis™



and





Yo Sega!

I read in the November/December issue of Sega Visions that you can't play Sega CD games on audio CD players. What about CD Rom drives for computers?

C.L., Mountlake Terrace, WA

Sega CD games are specially designed to play on Sega CD units, and will not work on any other hardware. However, Sega CD units will play other kinds of software, such as audio CDs and CD+G disks, which is not the case with most CD-ROM drives for computers.

* * *

Yo Sega!

I am a big Sonic the Hedgehog fan. I have all the posters, I subscribed to the comic book, and I have all the video games. In your August/September issue, I read that Sonic will be getting his own cartoon show. When will this show premier? What network will it be on?

J.A., Claude, TX

ABC is planning a half-hour special Sonic cartoon to air sometime this summer. They will be making an announcement in April. Sonic will also go into syndication nationwide later this year (65 episodes!). Check your local listings for details.

* * *

Yo Sega!

I own a Sega Genesis and I love all of your sports games. My question is about digitized games. What are they and what makes them better than regular games? How do you "digitize" them?

N.G., Gardena, CA

Digitizing is a method of creating graphics from real-life video clips, resulting in ultra-realistic animation. Digitized graphics are most appropriate for action and sports games, where realistic movement is important. Here's how it works:

First, a professional actor's (or athlete's) movements are videotaped in front of a neutral background. For example, for a football game, an athlete might be taped tackling, running, or throwing a ball. When all the movements that will be used in the game have been recorded, the next job is to convert them into a form that the computer can recognize. This is the actual digitizing process, where each frame of the videotape is converted into a graphics file format that can be manipulated on the computer.

Next comes the process of compressing the data, by removing unwanted colors or detail, shrinking the figures down to a more manageable size, and eliminating unnecessary frames. The result is a series of frames (known in the biz as an "anim") that can be triggered by a button-press or other input. Anims can be placed in front of different backgrounds to add variety to a game.

* * *

Yo Sega!

I think you guys have the most excellent magazine ever. I've had my Genesis Game System for two years now and I think the games are awesome. But I'd like to know more about game designers; how do they come up with those special ideas for games and how do they make them a reality?

K.T. Jr., Jefferson, TX

Making a video game these days is a lot like making a movie. First, the designer (or script writer) decides on the kind of game — action/adventure, RPG, shooter, or driving/flying. Next he decides on a concept. For example, for an action/adventure game, he may decide on a Wild West concept (like Konami's Sunset Riders), or a futuristic science fiction concept (like US Gold's Flashback). After that, the designer has to tackle

all the details, deciding on the characters, bosses, power-ups, and all the other elements that make up the game. When the script is finished, the programmers start gathering all the pieces and putting them together: the graphic elements from the artists, the music from the musicians, and the logic that holds it all together.

* * *

Yo Sega!

I'm the Mom of a Sega Addict. When I got the poster you sent with the last issue, I copied Sonic and Tails – in cross stitch. I can't finish it yet, though – I'll have to wait until Mike starts playing the game so that I can come up with a good background.

D.P., Roswell, GA

Great! We can't wait to see the finished product. Please send us a picture of it and we'll print it for all our readers.
P.S. We hope you didn't have to wait too long for Mike to start playing.

* * *

Yo Sega!

I have always wondered how controllers like the Menacer work. I know the systems have a receiving thing on the base, but without a sensor on the television how does it pick up the rays?

C.M., Eden Prairie, MN

The Menacer system consists of a number of parts, one of which is a sensor that sits on top of your TV or monitor. The infra-red sensor, which plugs into the Genesis control port, calculates the Menacer's position in space and relays that information to the Genesis. This way, the Genesis knows exactly where the Menacer is pointing at any given moment.

* * *

Yo Sega!

My Dad and I are having a disagreement. He thinks that if the Genesis is left on a TV and played often it will damage the screen. Is this true with Genesis or any other game system?

P.S., Carmel, IN

It depends. If you leave the same image on a television screen for long periods of time (like a test pattern, for example), you may get what is known as screen burn-in, causing a faint version of the image to appear in the background. The same thing can happen to a computer screen displaying the same still image for a long time (usually a week or more).

Screen burn-in only becomes a problem with video games if you leave a game on Pause for days or weeks at a time. Playing a game normally should not affect your television set any more than watching a movie marathon. Anyway, most of us like to play video games, not spend weeks staring at the Pause screen.

* * *

Yo Sega!

My Dad gave me and my brothers your Sega system for Christmas. I learn a lot from those games and enjoy teaching and having fun with my brothers. My friends and I also play other Sega games, and it keeps me off the streets knowing that I have something interesting to do at home.

Thanks for making those games and for making them fun. I also make new friends when I go out and I start talking about my system.

T.L. (age 10), Brooklyn, NY

Thanks for writing. You tell your Dad he did the right thing getting you a Sega system for Christmas.

David Heredia
Redwood City, CA

Send your letters to:

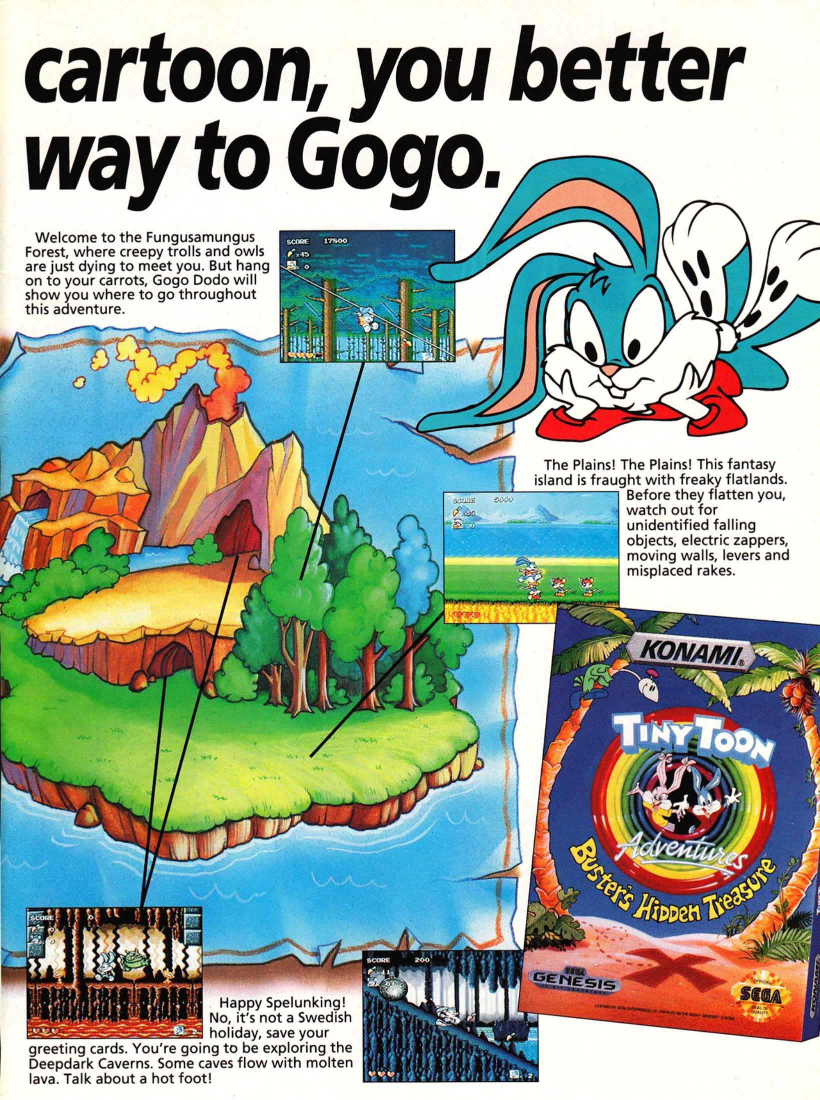
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Yo Sega!
P. O. Box 5346
Redwood City, CA 94063

Kevin McCressy
Bronx, NY

MacKabe Fagan
Baltimore, MD

Artist UnKnown


Before you play this know which
La-a-a-nd Ho-o-o! It's Tiny Toon Adventures™ - Buster's Hidden Treasure™ for Sega™ Genesis.™ As Buster Bunny, you've landed in a 33 stage treasure hunt adventure. Check out the animated terrain and "toon" your big blue ears into the groovular sound effects. Bounce through cartoon turf such as the Underground Sea and a Waterfall so wacky, you won't know which way is up.
You've got to rescue your pals and find the treasure before spoiled Montana Max spoils your plans. But you'll practically have to move mountains if you're going to make it through the mountainous Radar Range.
You're drooling for that 14 carrot gold, but so is every other toonster in town! Dr. Gene Splicer has even brainwashed (we use the term loosely) Elmyra and Dizzy Devil to do his dirty work. Here in the Excavation Factory you'll really have to crank out the carrot juice to survive.
The Shipwreck will have you sunk because it's swarming with zany challenges. In a pinch, you can always spring a triple jump or slide down a rope with your ears.
SCORE
N
W
E
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70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Konami® is a registered trademark of Konami Co., Ltd. Sega and Genesis are trademarks of Sega Enterprises Ltd. TINY TOON ADVENTURES, characters, names and all related indicia are trademarks of Warner Bros. © 1993. © 1993 Konami. All Rights Reserved.



cartoon, you better way to Gogo.
Welcome to the Fungusamungus Forest, where creepy trolls and owls are just dying to meet you. But hang on to your carrots, Gogo Dodo will show you where to go throughout this adventure.
The Plains! The Plains! This fantasy island is fraught with freaky flatlands. Before they flatten you, watch out for unidentified falling objects, electric zappers, moving walls, levers and misplaced rakes.
Happy Spelunking! No, it's not a Swedish holiday, save your greeting cards. You're going to be exploring the Deepdark Caverns. Some caves flow with molten lava. Talk about a hot foot!
KONAMI
TINY TOON Adventures
Buster's Hidden Treasure
SEGA GENESIS
SEGA



Champion Edition

History has been made. Sega and Capcom have teamed up to bring the hottest arcade fightin' machine of all time to your Genesis. *Street Fighter II Champion Edition*. It's official. After months of ultra-secret negotiations, Capcom has joined Sega as the newest Third Party Licensee. With a heavy rep for creating way-cool arcade and home games, Capcom has been making arcade machines since 1942 and home-system games since 1986.

Their all-time smash hit *Street Fighter II* hit the arcades in 1991 and quickly took over. Game industry insiders have called *Streetf Fighter II* the "*Pac-Man* of the '90s" because of its enormous success. The *Champion Edition* followed right after, with all the special features that have made it the ultimate king of fighting games. *Street Fighter II Champion Edition* has created waves in the gaming world. Big-time tournaments. Tons of media coverage. And millions of gamers have earned their callouses banging away at the buttons, learning the game's hundreds of combinations. It was only a matter of time before the hottest fighting game came to the hottest game system.

Street Fighter II Champion Edition on Genesis has the original arcade graphics and sound. All the character voices. Original music. And totally new features you won't find on any other version of the game. Fight in the World Warriors tournament or in Character vs.



Character mode. Choose alternate clothing colors for your fighter. Play as any fighter, including the boss characters! All eight original characters have new moves, and the game speed has been increased to give you faster, total control. The result is...the next level of *Street Fighter* challenge and fun. Only on your Genesis.



Sega and Capcom have shaken hands and are coming out fighting...together!

A New Angle on Control

Street Fghter II Champion Edition is playable with any Genesis-compatible control pad. With standard three-button control pads, you press Start to switch the three-button panel from Punch to Kick mode. But the new Sega Six Button Controller is the only pad that gives you split-second control over every move combination, without having to change the button configuration from Kick to Punch. Based on the design of the original Genesis control pad, the A, B, C and X, Y, Z Buttons are set up arcade-style, one atop the other, within easy reach of your thumb. This gives you the power to make the same awesome attack combinations that makes the arcade *Champion Edition* so cool.

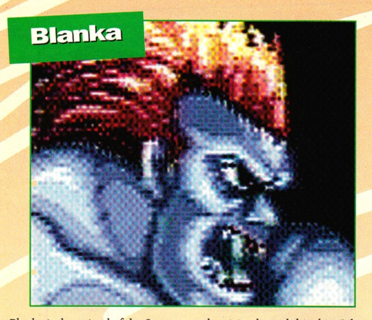
With Sega's Six Button controller, three, and four-move combos roll out smoothly. You can execute your favorite moves in any mix of punches and kicks, in any power level, without fumbling. The bottom line is that you get the most out of your gaming. The six-button design is so perfect for this game...as well as new games to come...that Capcom is considering releasing a Genesis Power Stick.



The World Warriors Tournament

This is a game storyline destined to become a legend. The World Warriors tournament takes place in secret locations across the globe. Entrance is limited to the 12 best fighters in the world. They come from all cultures, with fighting styles as diverse as their origins. Mixed in with their desires to win is an undercurrent of international terrorism and espionage. The destinies of the fighters are woven together by a web of fate. At the center sits M. Bison, a ruthless dictator and drug smuggler who resides in a hidden fortress deep in the jungles of Thailand. Opposing him...among others...are Chun Li and Guile. May the best Street Fighter win!

Blanka



Blanka is the animal of the Street Fighter circuit. Raised in the jungles of Brazil, a freak accident gave him a savage appearance and the ability to channel 1,000 volts of electricity through his skin. Like the other World Warriors, he would like to see M. Bison come to a fatal end.

Chun Li



A master of Kung Fu, Chun Li is wild and unpredictable in combat. She uses her muscular legs to advantage, crushing her opponents from a distance. Chun Li is the only woman in the World Warriors tournament. She is also one of the toughest fighters. She believes M. Bison had her father murdered and is out for revenge.

Faster Spin Attack



Charge Back, then press Toward your opponent plus the Fierce Button.

Electricity

Rapidly tap any punch button to light up Blanka.

New Combination



Jump Toward your opponent and press Fierce. As you land, press Down and Toward, then any punch button to go into a Spin Attack.

Flipping Neck Breaker



Stand close to your opponent and press Towards plus Roundhouse. This move is difficult to block.

Chest Flip Kick



Leap Toward your enemy, then press Forward to deliver the Chest Kick. After the blow is delivered, Chun Li will automatically flip backward out of danger.

New Combination





Jump Toward your opponent with a Fierce punch. Follow with a Strong punch and finish immediately by rapidly tapping Roundhouse for a Lightning Kick.

Dhalsim



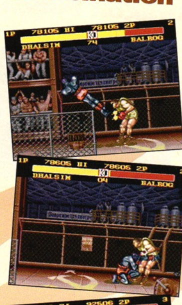
Dhalsim is a Yoga Master who joined the World Warriors to prove his perfection of mind, body and soul. He favors fire attacks and can control the nature of his physical existence, altering parts of his body for devastating combat effects!

Faster Torpedo



Jump Up, then press Down and Roundhouse. Dhalsim will "torpedo" his opponent with head or feet. Because this is the Champion Edition, he can make this move anywhere, anytime.

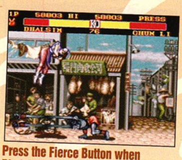
New Combination





Jump Up and press Down plus Roundhouse to deliver a Torpedo. While your opponent is down, stand Close and press Down plus Jab to fry them with Yoga Fire.

Standing Fierce Punch



Press the Fierce Button when Dhalsim is standing to give him a long reach. He will punch in whichever direction he is facing.

E. Honda

Edmond Honda is Japan's top Sumo wrestler. He joined the tournament to prove that Sumo is the best martial art. Because of his large size, Honda likes attacks that crush the life out of his opponents. But he can also channel his energy into high-powered attacks such as the Hundred Hand Slap.

Hundred Hand Slap



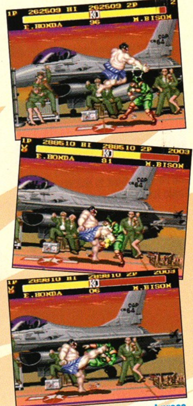
Rapidly tap any punch button to cut loose the Hundred Hand Slap.

Faster Fierce Head Butt



Stand Close to your opponent and press Fierce for a Head Butt that'll knock 'em silly.

New Combination



Jump Toward your enemy and press Fierce. As you land, press Roundhouse to land two more hits.

Guile



This Special Forces hero has a reason to hate M. Bison. The evil smuggler killed Guile's best friend while on a mission in Thailand. Guile barely survived the encounter. He's back...stronger than ever...and has learned the secret to controlling sound waves. His Sonic Boom attack is legend. He will not rest until Bison has been paid back in full.

Ken



One of the original Street Fighters, Ken is a disciple of Shotokan Karate and considers himself the greatest fighter of all time. He is a friend and rival with Ryu, and shares the same attack skills. But because some called him a "Ryu clone," Ken has added some diversity to his fighting...as well as some reckless arrogance.

Sonic Knee

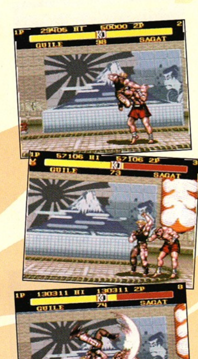
Press Toward your opponent and Forward Kick to deliver a Sonic Knee.

Guile Flip



Guile can now Flip out of danger...or into battle...by pressing Up and Back or Up and Toward your opponent.

New Combination



Jump Towards your enemy with a Fierce punch. Land another Fierce and finish off with Roundhouse for a Flash Kick.

Faster Dragon Punch



Stand Close to your opponent and press Toward plus Fierce to execute a new, faster Dragon Punch.

Farther Hurricane Kick



The Champion Edition Hurricane Kick carries farther across the screen. Press Down, Down-Back, Back, and any kick button to let this spin-kick fly.

New Combination

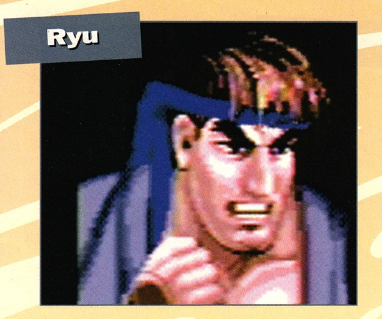






Jump Toward your enemy with a Fierce punch, followed by another Fierce punch as you land. Finish off the combo with Toward and Fierce for a Dragon Punch.

Ryu



Like his former friend Ken, Ryu is a disciple of Shotokan Karate. Though their skills are almost equally matched, Ryu has a fighting flair that makes many think he is the better warrior. Ryu prefers to train in seclusion, using the natural powers of firestorms and hurricanes to increase the strength of his attacks. Only the worthiest of opponents meet him on the rooftop of his dojo.

Invincibility After Hurricane Kick



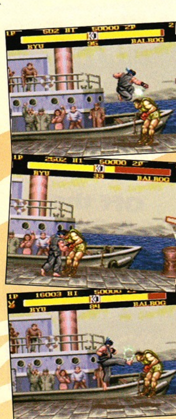
Press Down, Down-Back, Back and any kick button to throw a Hurricane Kick. Ryu will be invincible for a split-second following the attack. No move will harm him.

Faster Fireball



Ryu's Champion Edition Fireballs are faster. Press Toward plus Fierce to let them fly.

New Combination



Start the attack by Jumping Toward your opponent with a Fierce punch. Follow with another Fierce punch. Finish your assault with Down, Down-Back, Back and any kick button for a Hurricane Kick.

Zangief



Zangief is a battle-scarred Russian who trained to be a fighter by battling grizzly bears in the snow-swept Siberian Mountains. Like E. Honda, Zangief favors attacks that make the most of his massive physique. He joined the World Warriors tournament to prove the superiority of the Russians. He is one of the fairest fighters and desires to beat M. Bison out of the champion title.

Boston Crab



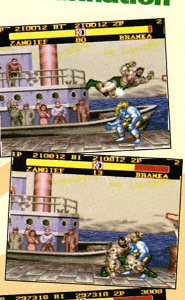
Move Close to your enemy, then press Toward plus Forward for this tricky throw.

Spinning Clothesline



This move is tricky to make. Press Toward and all three punch buttons at the same time for this moving, spinning attack.

New Combination





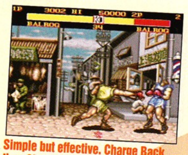
Jump Toward your opponent and throw a Fierce punch. As you land, press Down plus Short. Finish the attack with Towards and all three punch buttons for a Spinning Clothesline.

Balrog



This big guy is an American boxer who joined the world fighters after losing his title shot in a rigged fight. He retreated to a down 'n dirty Las Vegas gym and trained to fight...against five opponents at once! Balrog is a classic boxer who refuses to kick. But his low punches are fast, strong and very effective. And his Turn Punch can take you...even when you think you might think you are safe.

Turn Punch



Simple but effective. Charge Back, then Charge Towards your opponent with the Fierce Button.

Dash Attack



Begin the attack by holding down all three punch or kick buttons. Then Charge Towards your enemy while releasing the buttons. Holding the buttons down for 50 seconds or more will take off half your opponent's life bar.

New Combination



Jump Towards your enemy and hit Fierce. As you land, press Jab while standing, then execute a Jab Dash Attack.

Vega

A part-time Matador, Vega learned his speed and death-defying acrobatics dodging the razor-sharp horns of raging Spanish bulls. He spends much of his time in the air, where he can put his long, knife-edged claws to work. Vega is a vain man and wears a mask to keep his pretty face from being damaged. But he is a strong fighter and has the courage of a bull.

Claw Roll



Charge Back, then press Towards and tap any punch button. This move makes two hits on enemies.

Off the Wall Suplex



Charge Down, then press either Up-Left or Up-Right plus any kick, to climb the wall. Hold Towards your opponent and press Strong or Fierce to come off the wall in a Suplex.

New Combination





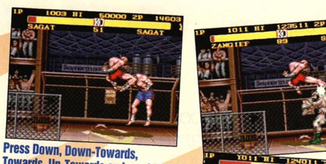
Stand Close to your opponent, press Down and Jab for a claw shot. Then go directly into a Claw Roll...Charge Back, then Towards and any punch button...for three solid hits.

Sagat

Sagat wears a long scar across his chest, a battle scar from Ryu's Dragon Punch. He is the greatest kick boxer of the World Warriors, and has trained long and hard in the seclusion of Thailand's jungles.

Sagat developed the Tiger Uppercut to counter Ryu's deadly move, and can now throw high and low Tiger Fireballs. He has also perfected the Tiger Knee, a lethal move to smaller statured opponents.

Tiger Knee





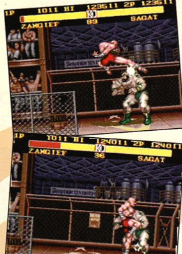
Press Down, Down-Towards, Towards, Up-Towards and any kick button to let fly the Tiger Knee.

Tiger Uppercut



To make this awesome punch, press Towards, Down, Down-Towards and any punch button. The stronger the punch you use, the higher Sagat will jump into the sky.

New Combination





Jump Towards your enemy while pressing the Roundhouse Button. Execute a Short Kick as you land and finish off with Down, Down-Towards, Towards, Up-Towards and any kick button for a Tiger Knee.

M. Bison

This evil crimelord is the reigning grandmaster of the World Warriors tournament. He runs the Shadoloo smuggling ring from deep inside Thailand. M. Bison has joined the tournament to crush his opposers and keep the nature of his smuggling ring a secret. He is directly opposed by Chun Li, whose father he murdered, and Guile, whom Bison once imprisoned and whose best friend he killed. Bison channels psychic energy from his hands...some say drawing on the powers of evil.

Flaming Torpedo



Charge Back, then press Towards plus a punch button. The stronger the button, the faster the attack. This attack will inflict heavy damage, even if your opponent blocks.

Scissor Knee



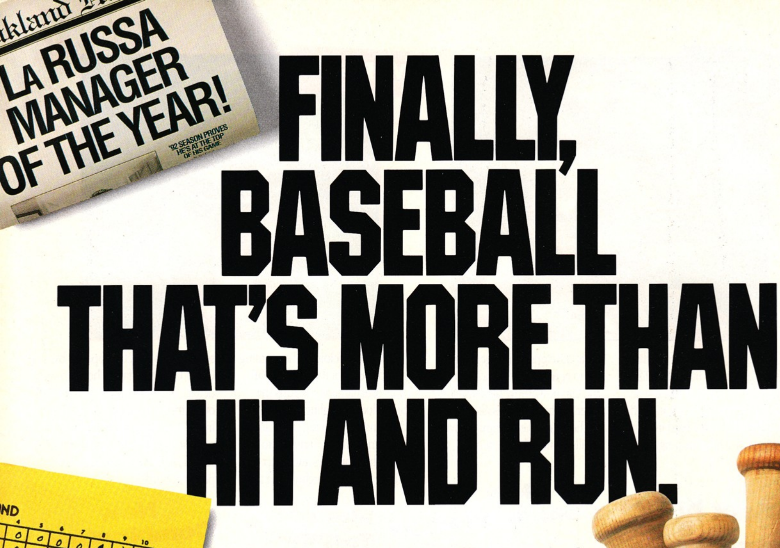
Charge Back for at least three seconds, then hit Towards plus any kick button. You'll land two blows; one high and one low.

New Combination





Stand Close to your opponent. Press Down and Jab twice for a Double Flaming Hand. Finish it by Charging Back for at least three seconds, then hitting Towards plus any kick button for a Scissor Knee.



FINALLY, BASEBALL THAT'S MORE THAN HIT AND RUN.

This is the way baseball's supposed to be played. The strategy. The thinking. The statistical percentages behind every pitch and swing of the bat.

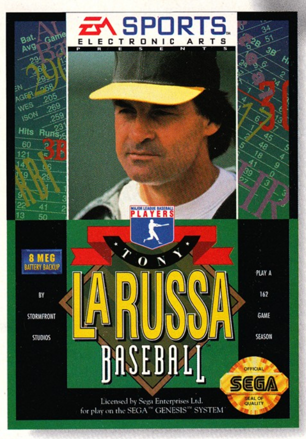
That's what Tony La Russa Baseball™ is all about.

For baseball purists, La Russa's the only game in town. All twenty-six major league teams. Every single player from the '92 season, from Abbott to Zeile. Each rated in 9 different skill categories like bat power and arm strength based on stats from STATS™ Inc. Giving you the most accurate baseball simulator ever.

That's not all. You also get the 1992 Manager of the Year: Tony La Russa. His thinking, his strategies, his insights on how to win—it's all there in the game. So Tony can tell you what to pitch to Will Clark. When to go to the Eck. How to score when Cone's on the mound. If you should shift for dead pull hitters like Dave Justice.

As manager, you're the field general. Flash the steal sign. Warm up the bull-pen. In this league, strategy counts.

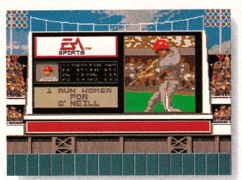
MAJOR LEAGUE BASEBALL PLAYERS



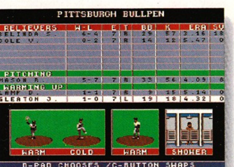
With La Russa, you can step up to the plate for every pitch, you can call the shots as the manager, or you can watch an entire 162-game season.

Plus you get the ultimate fielder's choice. The choice of auto fielding. Or manual mode that uses a unique outfielder spotlight on any ball in play. Allowing you to chase down balls all the way to the warning track. Just like Rickey Henderson.

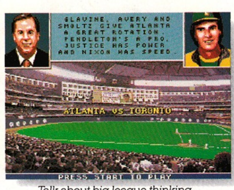
Battery backup tracks team standings for all 162 games. You can even create your own dream team with players from all 26 rosters. Imagine a batting order with Barry Bonds, Kirby Puckett, Cecil Fielder. You name it, they're yours.



Bring in your big stick in the bottom of the ninth to crank one out of the yard.



Authentic pitcher stats based on actual '92 season stats. So you'll know when to warm up the bullpen and when to send the starter to the showers.



Talk about big league thinking. Manager of the Year Tony La Russa gives you his insights and strategies on every match-up of the season.

Of course, EA SPORTS™ delivers big league coverage. With stats. Tips from Tony. And camerawork so good, you feel the heat when you step up to the plate against Rob Dibble.

Dazzling animation precisely captures a John Smoltz slider. Even at this speed, it'll throw you for a loop.

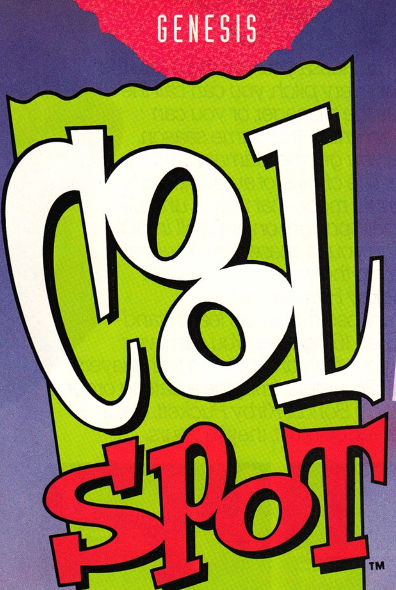
This is the pitch you've been waiting for. Call (800) 245-4525 anytime. Or see your local Electronic Arts dealer. And get the only baseball game that plays like a major leaguer and thinks like a manager.

The EA SPORTS radar gun is sharp enough to gauge the speed of a Roger Clemens bullet.

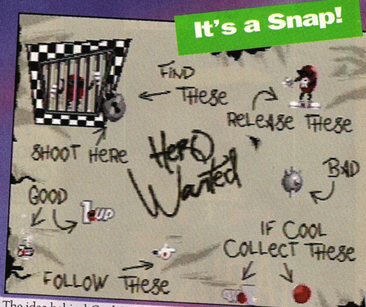


If it's in the game, it's in the game.



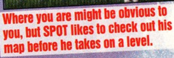


It's a Snap!



The idea behind Cool SPOT is simple. Here's what you gotta do. Free your buddies. Pick up the cool stuff. Avoid the bad stuff. And do it within a certain amount of time. Its not as easy as it sounds. Let's see how good you really are.




Where you are might be obvious to you, but SPOT likes to check out his map before he takes on a level.



SPOT is just a guy who wants to have fun. Life is his big adventure. Ever get the urge to do crazy stuff like this?

Head for the top of the bonus rounds to find the largest concentrations of cool bonuses.

The SPOT icon in the upper left corner tells you what condition SPOT is in.

OVERVIEW

He's hip. He's red. He's definitely an Uncola nut. And he's starring in a game that will pump up the carbonation in your Genesis. *Cool SPOT* by Virgin is one of the best Sega carts we've seen this year! Its got it all—eye-popping graphics, pumping music and edge-of-your-seat game play. *Cool SPOT* really quenches the thirst for fun and white-knuckle action.

The star of the game is SPOT, 7-UP's sunglassed, bundle of effervescent high-energy. Most normal folks can't even see SPOT. He's the kind of guy who hangs around, making mischief when you are not looking. Does your dog ever bark when you're drinking 7-UP? Does your pencil switch sides on your desk whenever your back is turned? Now you know why. What makes this game special is that not only do you get to see SPOT, you get to be SPOT. What is life like being a red dot with an Uncola lifestyle? Try *Cool SPOT* and find out!

The name of the game is exploration. SPOT..whose main goal in life is fun! fun! fun!...must bebop his way through 11 megahuge levels and six bonus rounds, finding cool bonuses, power-ups and saving his 7-UP Spot amigos from the non-carbonated cages of Wicked Will—a diabolical collector of rare creatures. Each round is timed. Freeing your friends before time runs out will get you bonus points. If you don't make it, SPOT gets an attitude about timers.

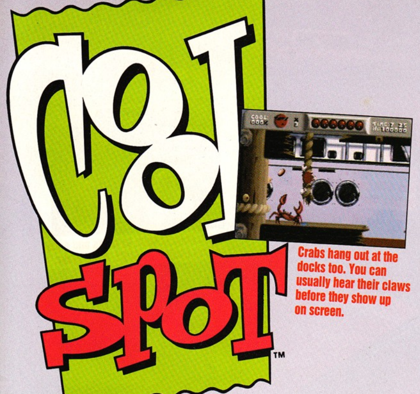
SPOT's main defense is his ability to flick bursts of 7-UP. He's also really mobile and responds quickly to your control pad commands; a statement about the level of programming Virgin put into the game. *Cool SPOT* graphics are sharp, colorful and highly detailed. Sound effects are on the money. You'll know when SPOT is happy...and when he ain't! And the music rocks with surf tunes to keep your fingers popping on the buttons. *Cool SPOT* is a welcome change from standard action and maze games. It's as refreshing as a glass of cold Uncola on a hot summer day.

If you are going to buy three Genesis games this year, make sure *Cool SPOT* is one of them.



Froggies may not be fearsome but spit with awesome accuracy. Its best to take them out as fast as you can.

Sharp objects such as tacks and nails will de-carbonate SPOT. Steer clear.



Crabs hang out at the docks too. You can usually hear their claws before they show up on screen.



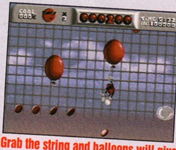
The lock is the weak point. But you can't set your friend free until you have collected enough cool bonuses. Use your round time to find the cage, picking up bonuses as you go.



Clear bubbles will either bounce you higher or swallow you, floating you to where you need to be.



Take a quick look before you go racing up or down dock lines. Worms are easy to wipe out, but can cost you a life with only a few hits.



Grab the string and balloons will give you a lift.



Take too long to finish a round and SPOT takes it personally. Have you ever wanted to do this to your alarm clock?



Find this stopwatch to give you more time in the zone.



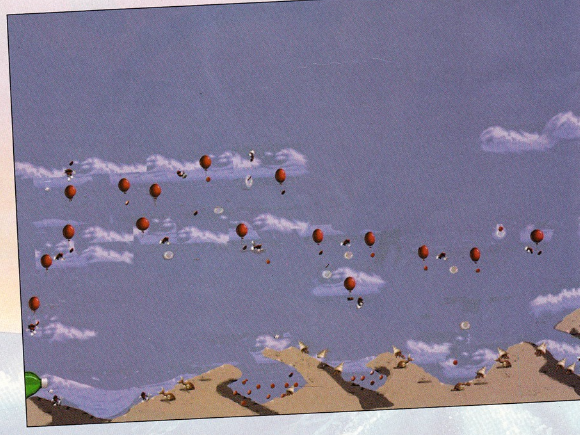
Find this cool glass of UnCola to regain SPOT's strength.



Ignore SPOT and he gets bored fast. The yo-yo is his favorite toy.

Shell Shock

A good jump off the 7-UP bottle will get you into the sky, or go overland to the beach chair and climb the back. Most of the cool bonuses are in the air, around the balloons. The majority of the 7-UP glasses are on the beach, surrounded by crabs. To find the cage, just follow the balloons.





Danger! Danger! Warning! Warning! Robots block your way and take many hits to destroy.



The trumpet sound at this flag means that you will continue from this point on if you get de-carbonated before the game is over.



Crabs are your biggest hazard at the beach levels. They take multiple hits to declaw. Hermit crabs sometimes keep coming even after you blast their shells. Nice boxers!



SPOT don't like spiders or snakes. These babies are black widows and can climb down from any part of the screen. Even worse, they travel in groups.

Step into this trap and SPOT will be flung into a wall...as well as lose some of his strength meter.



The 7-UP icon will give SPOT another life to chance.



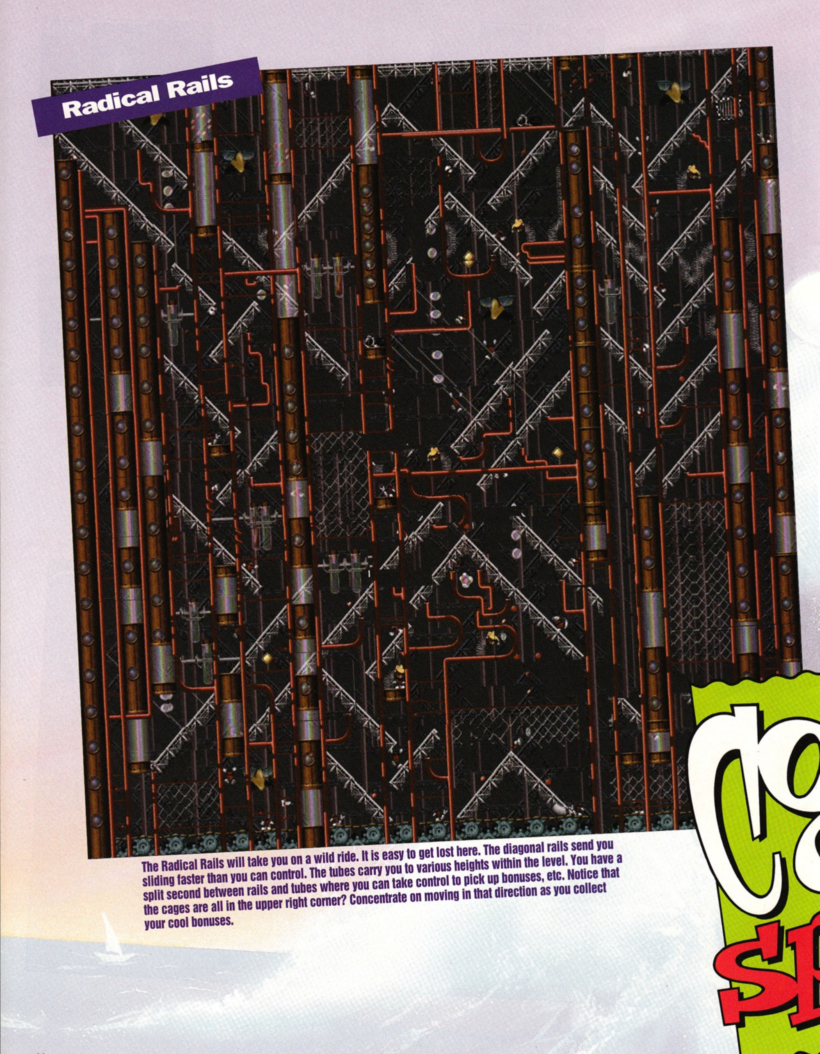
Do well in the rounds and you'll get a chance to do even better in the bonus rounds. Collect as many cool bonuses as you can for valuable points and prizes.



These mini Red Barons drop bombs as they pass. D-Button Up and fire to clear the skies above your head.

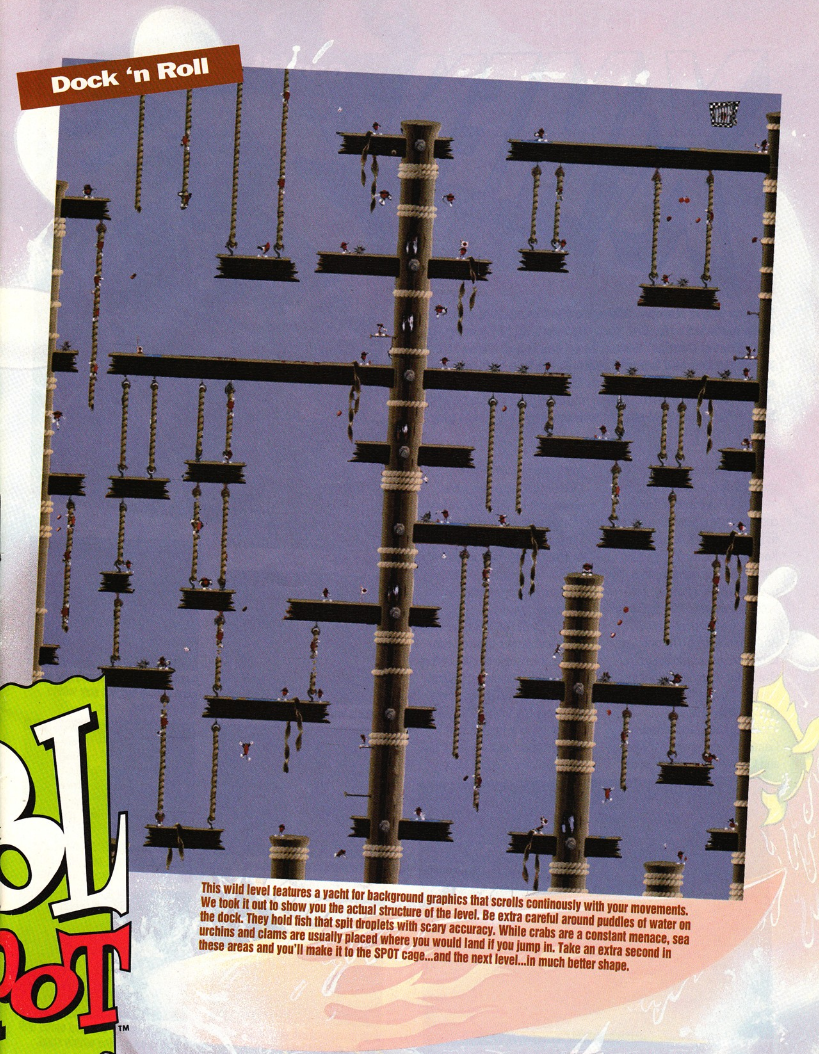


These mice may look ready for bed, but they want a food fight before they go. Hunks of cheese are their weapons and they will hurl them at SPOT.

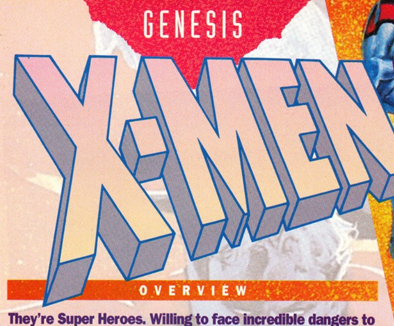


The Radical Rails will take you on a wild ride. It is easy to get lost here. The diagonal rails send you sliding faster than you can control. The tubes carry you to various heights within the level. You have a split second between rails and tubes where you can take control to pick up bonuses, etc. Notice that the cages are all in the upper right corner? Concentrate on moving in that direction as you collect your cool bonuses.

Dock 'n Roll



This wild level features a yacht for background graphics that scrolls continously with your movements. We took it out to show you the actual structure of the level. Be extra careful around puddles of water on the dock. They hold fish that spit droplets with scary accuracy. While crabs are a constant menace, sea urchins and clams are usually placed where you would land if you jump in. Take an extra second in these areas and you'll make it to the SPOT cage...and the next level...in much better shape.



X-MEN



Gambit's bio.

OVERVIEW

They're Super Heroes. Willing to face incredible dangers to keep mankind safe. But they are anything but human. They are...Marvel Comics' X-Men. Sega has taken these Marvel Super Heroes and brought them to life in a high-powered action-packed game as wild as the comic book pages where they were born. *X-Men* impacts your Genesis with bold graphics, a wild soundtrack and top-rate game play.

The X-Men pits the Super Hero mutants against their archenemy, Magneto. He's teleported a killer computer virus from his asteroid hideout into the X-Men's Danger Room—where the X-Men train to hone their superhuman skills. But now each training session has become a matter of life and death. There is no escape. No retreat. And no surrender. The only way to beat Magneto's threat is to survive all the training sessions and cure the Danger Room computer of Magneto's virus.

The assault force consists of Gambit, Nightcrawler, Wolverine and Cyclops. You can begin the game as any one of these X-Men—with their own special power, or play any two X-Men characters in a two-player game. During the course of play you can switch your hero for another of the four, or call on other X-Men to give you backup assistance with their superpowers.

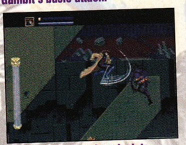
The game features three skill levels and power-ups you can find in the course of play. Power-ups include Life meter, Mutant Power meter and replacement Backup Assist Icons. *The X-Men* is the perfect title for hardcore action gamers and anyone training to become a Super Hero.



Gambit can duck and swing to avoid most enemy fire, yet stay within striking range.



Gambit's basic attack.



Use Gambit's jumping slash to ground high-flying menaces.



Gambit's ability to spin jump helps him get to out-of-reach platforms.



Sometimes...you have to crush your enemies where they live!!!

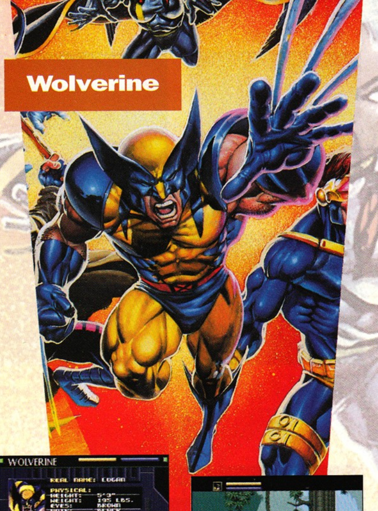


With his spin slash attack, Gambit can handle multiple enemies.



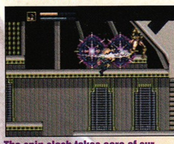
Gambit's energy-charged cards will home in on any foe within sight.

Wolverine

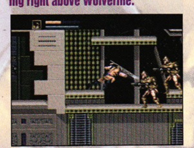




Wolverine's bio.



The spin slash takes care of surrounding foes and any enemy standing right above Wolverine.



Use the lunging slash for a fast surprise attack.

As a last-ditch effort in a two-player game, you can overlap X-Men and share health. Use it if your teammate's life meter is dangerously low.

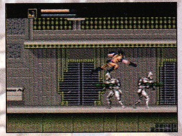


Wolverine's basic attack.

Notice Wolverine's unique healing ability. You can put Wolverine in a nice safe place and let him regain health.

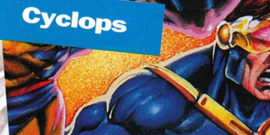


Use Wolverine's claws against stronger foes such as the X-Men's archvillains.



An aerial lunging punch allows Wolverine to take out enemies.

Cyclops





Cyclops' bio.



Pressing Jump twice somersaults Cyclops onto higher platforms. Rapidly pressing Jump somersaults Cyclops into even higher places.



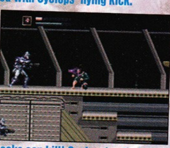
Cyclops' optic blast spin attack can destroy a multitude of enemies at one time. It can also deal double blows against archvillains.



Cyclops' standard attack.



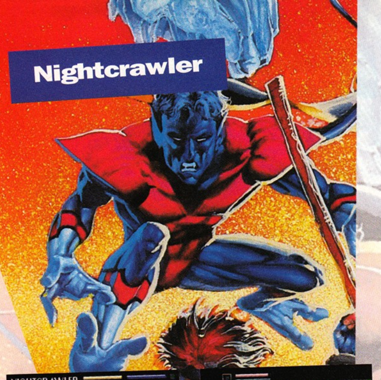
Some enemies that require two hits to be destroyed can be easily defeated with Cyclops' flying kick.



Looks can kill! Cyclops' optic beam gets rid of most enemies.

Every combat zone is a maze. Punch and kick walls, doors and everything else to find hidden switches and levers to seemingly impassable obstacles.

Nightcrawler





Nightcrawler's bio.



Nightcrawler's diving jump will not stop until he reaches a surface to stand on. Weave back and forth as you fall to destroy enemies and surprise distant, unsuspecting foes.

When a regular somersault isn't enough, press the Jump button twice to achieve a Nightcrawler patented super-high somersault.



Nightcrawler's basic punch attack.

Help When You Need It

In addition to changing out heroes when you are running low on energy, you can call on other X-Men to lend you a Backup Assist. Your backup team consists of Rogue, Archangel, Storm, Iceman and (in a two-player game only) Jean Grey. Call up their powers by pressing the Pause Button. Select the character you wish to assist you and then press Button A when you are back in the game.



Jean Grey will automatically bring back players who have fallen off the screen. You can also use her to bring together two players who have become separated by obstacles in the game.



Rogue flies to the most powerful enemy on screen...and takes them out.



Iceman projects ice bridges, allowing the X-Men safe passage across impassable gaps.



Archangel is the best help to overcome archvillains. He makes three deadly passes, shooting razor-sharp metal blades with each pass.



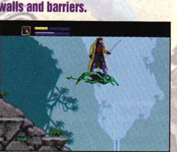
Storm assures that any foe on the screen gets caught up and destroyed in the debris of her violent tornado-force winds. Archvillains will lose a major portion of their strength.

A Killer Aerobic Workout

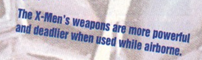
Here's a look at what the Danger Room has to offer...and how to master its deadly secrets!



Find levers to open up impassable walls and barriers.



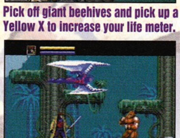
You can also fly right over the elevators and waterfall by climbing to the top of the cliffs just before the elevators. Walk to the edge of the second to the last ledge and jump on the pterosaur's back when it flies by. If you miss it, just climb back up and try again.



The X-Men's weapons are more powerful and deadlier when used while airborne.



Pick off giant beehives and pick up a Yellow X to increase your life meter.



The fastest way to defeat Juggernaut is to call on a couple of the X-Men from the Backup Assist team.



There is an extra Rogue above and between the fourth and fifth elevators.

SEGA VISIONS READER SURVEY

Hey Sega Visionaries, we want to find out more about you and the kind of coverage you want to see in upcoming issues of **Sega Visions Magazine**. You can help us out by filling in the survey below. **By sending in your completed survey**, you'll also be automatically entered in our random prize drawing. **We're giving away** one Sega CD, one Sega Genesis, one Sega Game Gear, and 50 Sega T-Shirts! So get busy – fill this out and send it in to **WIN!**



1. How old are you?________ (05-,06-)

2. Are you 1 ( ) Male 2 ( ) Female (07-)

3. Which video game system(s) do you or your family own? *(Please 'X' all that apply.)* (08-)
1 ( ) Nintendo Entertainment System
2 ( ) Super Nintendo
3 ( ) Nintendo Game Boy
4 ( ) Atari Lynx
5 ( ) TurboExpress
6 ( ) TurboGrafx-16
7 ( ) SNK Neo•Geo
8 ( ) Sega Game Gear
9 ( ) Sega Genesis
0 ( ) Sega Master System
x ( ) Other ___________
y ( ) None

4. Which video game system(s) do you or your family plan to buy within the next 12 months?
(Please 'X' all that apply.) (09-)
1 ( ) Nintendo Entertainment System
2 ( ) Super Nintendo
3 ( ) Nintendo Game Boy
4 ( ) Atari Lynx
5 ( ) TurboExpress
6 ( ) TurboGrafx-16
7 ( ) SNK Neo Geo
8 ( ) Sega Game Gear
9 ( ) Sega Genesis
0 ( ) Sega Master System
x ( ) Other ___________
y ( ) None

5. Do you rent video games? (10-)
1 ( ) Yes 2 ( ) No

6. How many games do you rent per month?______ (11-, 12-)

7. Which video game systems do you rent games for? (13-)
1 ( ) Nintendo Entertainment System
2 ( ) Super Nintendo
3 ( ) Sega Genesis

8. Where do you rent your video games from? (14-)
1 ( ) Grocery store/Supermarket
2 ( ) Convenience/Variety store
3 ( ) Video rental store
4 ( ) Other ___________

9. Did you buy any of the games you rented during the past year? (15-)
1 ( ) Yes 2 ( ) No

10. In total, how many video games do you own?____ (16-18-)

11. How many video games did you buy in the last year?_____ (19-21-)

12. How many games do you think you will buy in the next year?_____ (22-24-)

13. Where do you usually buy your video games?
(Please 'X' all that apply.) (25-)
1 ( ) Computer store
2 ( ) Department store
3 ( ) Discount store
4 ( ) Electronics store
5 ( ) Mail Order
6 ( ) Software specialty store
7 ( ) Stereo/TV store
8 ( ) Toy store
9 ( ) Video game store
0 ( ) Warehouse clubs
x ( ) Other ___________

14. Which of these helps you best decide which video games to buy? *(Please 'X' all that apply.)* (26-)
1 ( ) Ads on TV
2 ( ) Magazine articles
3 ( ) Ads in Magazines
4 ( ) Books
5 ( ) Word of mouth/friends
6 ( ) Game rentals
7 ( ) Arcades
8 ( ) Seeing games in stores
9 ( ) Store sales staff
0 ( ) Other ___________

15. What type(s) of games do you enjoy playing the most?
(Please 'X' all that apply.) (27-)
1 ( ) Adventure games
2 ( ) Role-playing games
3 ( ) Puzzle games
4 ( ) Educational games
5 ( ) Driving games
6 ( ) Fantasy games
7 ( ) Space games
8 ( ) War games
9 ( ) Sports games
0 ( ) Movie games
x ( ) Other ___________

16. About how much time per week do you spend playing video games on either your system or someone else's system? (28-)
1 ( ) Less than 1 hour
2 ( ) 1 – 5 hours
3 ( ) 6 – 9 hours
4 ( ) 10 – 14 hours
5 ( ) 15 – 20 hours
6 ( ) Over 20 hours

17. What are your five favorite Genesis games?
(in order of preference) (29-43-)
1 ___________
2 ___________
3 ___________
4 ___________
5 ___________

18. What are your five favorite Game Gear games?
(in order of preference) (44-58-)
1 ___________
2 ___________
3 ___________
4 ___________
5 ___________

19. Do you plan to buy a CD video game system within the next 12 months? (59⁻)
1 ( ) Yes
2 ( ) No
3 ( ) Already own one

20. If you already own a CD video game system, which one? (60⁻)
1 ( ) Sega CD System
2 ( ) Turbo Technology Turbo Duo
3 ( ) Philips CDI
4 ( ) CD TV
5 ( ) TG-CD

21. If you plan to buy a CD video game system, which one? (61⁻)
1 ( ) Sega CD System
2 ( ) Turbo Technology Turbo Duo
3 ( ) CD TV
4 ( ) 3DO
5 ( ) Super NES CD-ROM
6 ( ) TG-CD
7 ( ) Philips CDI

22. Would you rent a CD video game system before buying one? (62⁻)
1 ( ) Yes
2 ( ) No

23. Do you rent CD video games before buying them? (63⁻)
1 ( ) Yes
2 ( ) No

About Your Readership of Sega Visions

1. How long have you been reading Sega Visions? (64⁻)
1 ( ) Less than 6 months
2 ( ) 6 months to less than 1 year
3 ( ) 1 to less than 1 ½ years
4 ( ) 1 ½ to less than 2 years
5 ( ) 2 to less than 2 ½ years
6 ( ) 2 ½ to less than 3 years

2. In total, how many times did you pick up and look at or read this issue of Sega Visions? __________ 65⁻, 66⁻)

3. Besides yourself, how many people looked at or read this issue of Sega Visions? __________ (67⁻, 68⁻)

4. Which of the following Sega Visions features do you find the most useful? *(Please 'X' all that apply.)* (69⁻, 70⁻)
1 ( ) Advertisements
2 ( ) Overheard at Sega
3 ( ) Yo Sega!
4 ( ) Sega Game Features
5 ( ) Sneak Peeks
6 ( ) Just Review It
1 ( ) Heavy Equipment
2 ( ) Sega CD Software
3 ( ) Incoming
4 ( ) Power Shopper
5 ( ) Special Feature Articles
6 ( ) Fast Takes
7 ( ) Other __________

5. How much would you pay for an annual subscription to Sega Visions (six issues)? __________ (71⁻, 72⁻)
1 ( ) Would not pay for a subscription (73⁻)

6. What do you like most about Sega Visions?
__________ (74⁻)
__________ (75⁻)

7. What do you like least about Sega Visions?
__________ (76⁻)
__________ (77⁻)

8. Are you planning to buy a specific game because of an article, ad, or review in Sega Visions? (78⁻)
1 ( ) Yes
2 ( ) Maybe
3 ( ) No

9. Which of these magazines do you read regularly, that is, at least three out of every four issues.
(Please 'X' all that apply.) (79⁻)
1 ( ) Electronic Gaming Monthly
2 ( ) Game Player's Magazine
3 ( ) GamePro
4 ( ) Nintendo Power
5 ( ) Sega Visions
6 ( ) Video Games & Computer Entertainment

10. What would you like to see or read about in Sega Visions in the future?
__________ (80⁻)
__________ (81⁻)

Send in your completed survey today! To enter your name in the drawing for prizes, please fill out your name and address below. Entries must be postmarked no later than June 30, 1993. Drawing to be held August 15,1993. PLEASE PRINT CLEARLY!

Thank You For Your Help!
Fill This Out — Send It In To Win!

Name __________
Address __________
City __________
State __________ **Zip** __________
Phone (____) __________

Mail your entry to:

Sega Visions Reader Survey
P. O. Box 5346
Redwood City, CA 94063



Zaldane is invincible to any of your X-Men's attacks while she projects a field above her head. She is not, however, immune to any of the X-Men backup team's attacks.



Lure Zaldane to fire her field towards you then counterattack while she is vulnerable.



Destroy orbs in the Danger Room to replenish both your health and mutant power bars.



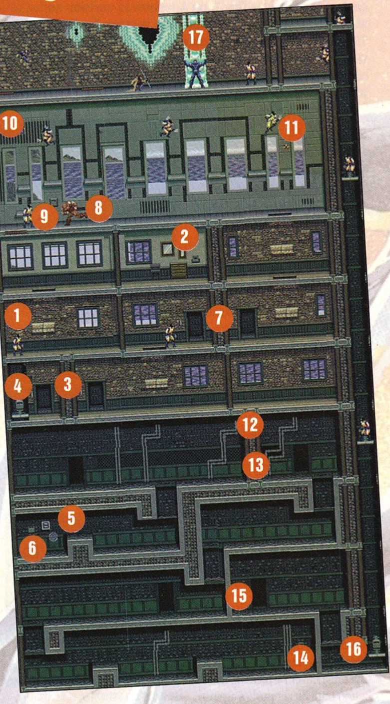
Find keys to open doors that can't be punched or kicked.



Wait on top of the spaceship until an asteroid passes below it, then jump down to take care of the soldiers. Once you see an asteroid pass above the ship, an asteroid passing through the ship will soon follow. Get out of the way.

Map of Excalibur's Lighthouse

1. Entrance
2. Switch box to open hidden blockade at 3
3. Blockade
4. Elevator
5. Goggles
6. Switch box to open hidden blockade at 7
8. Juggernaut (Mid Level Boss)
9. Switch box to open hidden blockade at 13
10. Extra ArchAngel helper
11. Yellow X for health bar [only visible with goggles on]
12. Hidden yellow X (you must jump for it)
13. Blockade
14. Switch box to open hidden blockade at 15
15. Blockade
16. Elevator to the top
17. Apocalypse (Level Boss)





Use every weapon you have to beat this archvillain. Choose Wolverine to take you through this stage. You can hide him inside one of the doors to charge up his health.



The Sword Excalibur has to be taken from the stone to allow entrance into the Lighthouse.



Sabretooth tends to jump around, so make sure he's on the screen when you call on your Backup Assist team. Most of your team will be returned inside Excalibur's Lighthouse.



Don't worry about using all your X-Men from the Backup Assist team to defeat a level boss. You'll get them all back at the Danger Room, ready for the next level.

OVERVIEW

They're Tiny, they're Toony, they're all the little Loonies. The cast of the popular Tiny Toon Adventures cartoon series is about to invade your TV in this new release for the Genesis, *Tiny Toon Adventures — Buster's Hidden Treasure*. Anybody who can hum the Tiny Toon's theme song will delight in this big, one-player game by Konami. The game is loaded with tricks and traps designed to keep you hopping.

Hare's the Plan

You play as Buster Bunny in 33 stages through seven areas as diverse as the subterranean Caverns and Snow-covered Mountains. All the Tiny Toon's cast joins in the fun, including the money-grubbing Montana Max, who is pulling another hare-brained scheme that means triple trouble for Buster.

Monty has stolen Buster's treasure map and has kidnapped Babs, Fifi and Shirley the Loon. He's also enlisted the aid of the diabolical Dr. Gene Splicer, who's transformed some of the furry friends into indestructible monsters. Buster is hopping mad. Seven boss levels pit the happy-go-lucky hare against the likes of Dr. Splicer, Dizzy Devil, Plucky Duck, Calamity Coyote and Hamton.

Hip Hop, Buster-Style

Buster's special brand of hip hop includes a superjump that rockets him out of tight spots and up to those hard-to-reach places. Do this super maneuver by pressing the D-Button until Buster pushes against the wall. Hold down the jump button and Buster will spring up. Keep holding down the jump button until Buster's feet flatten against the wall, press jump again and he'll rocket out. *Buster's Hidden Treasure* is fast-paced fun on a scale so big that it has a password feature so you can keep your place in the game. As Buster would say, "It's time to party, Buster-style!"



Jumping on an enemy's head is one of Buster's defenses. It doesn't work if the enemy is wearing headgear, though.

Don't pick up hearts if your lifeline is full. Instead, remember where they are and retrieve them when you need them (and if you've killed all the bad guys, you don't have to face them again).



In Stage 1, jump to the top of the fourth wall, then take the sky bricks across to the next wall. You'll find a Crystal, which will give you invincibility for a limited time.



In Stage 2, let Buster fall off the cliff into the water. Swim to the bricks, then jump left into the secret passageway.



The Bell at the top of the wall adds a heart to your lifeline. The only way you'll find it is to take the sky bricks.



If you can't jump to the top of a wall, have Buster push a boulder over to it. Jump on the boulder to reach the top.



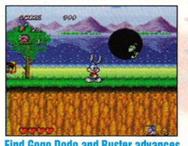
Jump off the wall after you get the Bell and you'll earn a Special Helper bonus. Button A calls Special Helpers to clear the screen of enemies.

Perfect the superjump and add a heart to your lifeline.

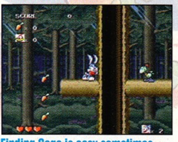




The Bullfrog's bubble is deadly to bunnies.



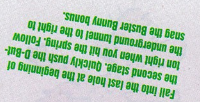
Find Gogo Dodo and Buster advances to the next stage.



Finding Gogo is easy sometimes... reaching him is the problem. You've got to hit level ground first. Take branches and steps up and over the trees to finally reach Gogo.



Looks can be deceiving. Head right into the secret passageway and you'll earn a Special Helper bonus that will come in handy later.



Fall into the last hole at the beginning of the second stage. Quickly push the D-Button right when you hit the spring. Follow the underground tunnel to the right to snag the Buster Bunny bonus.

TOON

entures

den Treasure™



Snag 50 carrots and you earn a Special Helper.

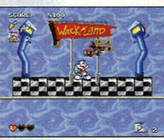


The trees' upper berths bear more than carrots for inquisitive bunnies. Hearts restore one beat to your lifeline.

You will find Gogo Dodo in more than one place in some stages. Be sure to clear all the exits.



In Stage 3 East, Buster gets an instant burst of hyperspeed. Press the D-Button toward the spring to have Buster recoil it. Let go and watch him fly!



Wackyland is a bonus where you can collect all the carrots you can grab.



Slam on Buster's brakes and watch the bad guys fly! Hold the D-Button to put Buster into hyperspeed, then hit Button B.



Find the Target in Stage 3 North and win a free trip to Wackyland.



Get out of harey scrapes with Buster's super jump. Press the D-Button to the wall, then hold down the jump button. When Buster's feet flatten against the wall, press jump again and he'll rebound to safety.

When you reach the water in Stage 1, dive in! Buster will drop to the bottom, unharmed. Then head left to pick up a Buster Bunny bonus that gives you another life.



Stay to the left and jump on the checkered platforms.



Stay above Dr. Splicer and keep trouncing on his head. There's no way to defeat some enemies, so steer clear of Dizzy Devil's tornado.



the HUMANS

OVERVIEW

***Introducing the Humans* by Gametek features our species like you've never seen them before. A cross between an action and a puzzle/strategy game, *Introducing the Humans* is what *Lemmings* would be after a few million years of evolution. It's a 50-level game for those who like a good deal of brain power and some pretty tricky timing thrown in with their gaming. There is a password feature so you can keep your place in the game without having to replay any of the complicated, sometimes nerve-wracking levels.**

You control a tribe of comical (maybe even lovable) cave-humans at the dawn of history. Each level gives you a specific goal challenging you to use tools and overcome obstacles. Success advances you a little farther on the evolutionary scale, hopefully ahead of the monkeys. You can gain tribe members as the game progresses. Losses occur when tribe members are eaten by dinosaurs, have accidents or get involved with the Witch Doctor. The measures of advancement are the tools you've discovered. The tools you must master are the spear, fire, the rope and the wheel. All are present in later levels of the game, though you can use only one at a time.

A Stab in the Dark

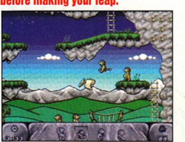
Getting the spear is a real no-brainer. It's simply a matter of bringing your tribe to one place and making a stack so the last Human can grab it. Once you have it, the spear becomes a multi-use tool. You can throw or brandish it as a weapon, or pole vault from ledge to ledge...even to the backs of flying dinosaurs.



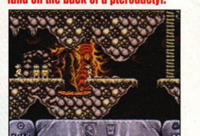
One thrown spear will usually kill dinosaurs...provided you hit it!



Pole vaulting is the first skill you need to learn. Get close to the edge before making your leap.



Your jump timing has to be perfect to land on the back of a pterodactyl.



Move your tribe back before passing spears across openings, or you'll have one less member in your tribe!

Burning Down the House

Master the spear and you are ready to discover fire. While you won't be able to crank up the barbecue and roast bronto steaks, you can use the torch to hold off dinosaurs, burn down bushes and other obstacles — even your fellow humans (if you are not careful).





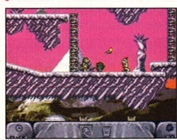
Select the burn icon to put something to the torch.



All primitive creatures are afraid of fire.



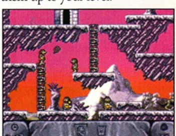
Don't play with fire or your tribe will get burnt!



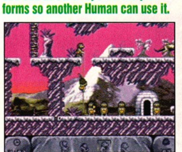
You can pass the torch across chasms or drop it to lower levels. Think like a Human!

Hanging by a Thread

Never has the future of Humans hung by so slender a thread! Discover the rope and you can drop a line to friends below, to bring them up to your level.



You can throw a rope across platforms so another Human can use it.



A rope will reach higher than a stack. You can use it to go up and down.

Out for a Spin

The wheel adds mobility to your game play. While it can't go down ladders or jump cliffs, it can get you from here to there a lot faster.



The wheel is worth its weight in people. You can use it as a counterweight to hold open blockages, freeing up a Human for another use.

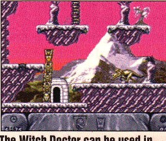


Get enough speed and you can jump while riding the wheel.

Use your Humans to explore each level. Then restart and test your skills for real.

The Witch Doctor

Unga bunga! The Witch Doctor can transform Humans into necessary objects. He will also participate in stacks. Just don't make him turn nothing into something...or else!



The Witch Doctor can be used in stacks. He's also a riot at parties.





Place a Human near the Witch Doctor. His options allow you to turn him into whatever item you think you need.

MAP OF LEVEL 6

You discover the torch in level 6. Getting there is half the fun. You'll need to kill a dinosaur and pole vault to the back of a flying pterodactyl.

1. Grab the spear just above the hut.
2. Pole vault a human over water.
3. Pass spear back to the other humans. Repeat steps 2 and 3 until all humans are across. Make sure none of your humans get too close to the dinosaur.
4. Have the human kill the dinosaur by throwing the spear at it.
5. Climb all your humans to the top ledge where you'll find another spear.
6. Grab the spear and pole vault onto the back of the pterodactyl.
7. Pass the spear back to the other humans.
8. Walk off the pterodactyl onto the far left ledge when it flies over it. Repeat steps 6 through 8 until all your humans are across.
9. Stack your humans up to the ledge where the torch rests.
10. Drop the spear if you're still carrying it and pick up the torch to complete the level.



ROAD AVENGER™

OVERVIEW

Road warriors, strap in! *Road Avenger* is Renovation Products' answer to armchair jocks who are Mad Max wannabes. This CD action/reaction driving game puts you behind the wheel of a customized, high-performance muscle car. As the Road Avenger, you are a member of an elite police team, S.T.O.P. (Special Task Operations Police). Your mission is to rid the city of S.C.U.M. (Secret Criminal Underground Movement), a gang of road terrorists who sent your fiancee to an early grave. You pursue S.C.U.M. across 10 action-packed stages of high-speed car chases crammed with more heavy metal carnage than you'd find at a no-holds-barred demolition derby.

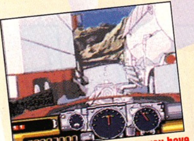
Road Avenger's vivid graphics and realistic sound effects take full advantage of the Sega CD. The graphics are straight out of the arcade laser disk games. When you hit the Turbo button, you can hear the instantaneous roar of the engine. Your chase takes you down city streets, crashing through buildings, across mountain passes and into the sewer systems as you dodge obstacles and bystanders and leap chasms. You control the turns, the turbo acceleration and the brake in response to cues. You have only a split second to react...or you're toast. The game lets you play in Normal or Hard mode. In Normal mode, a tone indicates when you should make a turn, hit Turbo or Brake. You also see arrow cues and a Turbo or Brake signal on the screen. In Hard mode, the arrow and signal cues are gone: It's up to you to steer the course undirected, except for audio tones. When you make a wrong turn or fail to brake in time, the game shows how you ended up...crash and burn, end over end, ready for the scrap heap...then drops you back in the driver's seat for another try. The action in *Road Avenger* never stops. If you think you are fast...if you're ready for a hard and dangerous ride...take *Road Avenger* for a spin.

Hit the Turbo button and hold it down when you're behind a S.C.U.M. bag. Otherwise...

...his S.C.U.M. bud may steamroll right over you from behind.

Time your turbo bursts just right and you'll know what aerodynamics means!

A quick series of consecutive right and left turns keeps you on the boardwalk in hot pursuit.



Slam on the brakes...unless you have a fondness for pressed meat.



These guys are a barrel of fun! Dodge the containers with quick turns. Watch out for oncoming traffic.



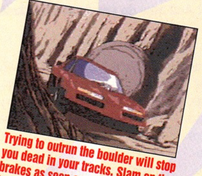
Ram this metalhead four times — hard! — and he'll soon be breathing your exhaust.



Don't take out any innocent bystanders. Swerve sharply to the left to avoid the two kids.



You'll only clear this pack of heavy metal if you brake first, then immediately hit Turbo.



Trying to outrun the boulder will stop you dead in your tracks. Slam on the brakes as soon as you see it, then immediately hit Turbo to clear the ramp just ahead.



Four-wheelin' on the beach is a great way to have fun...but not today! Make a sharp right to leave the lifeguard tower in one piece.

Whenever you make a sharp left or right turn, be prepared to turn immediately in the opposite direction to get back on course.

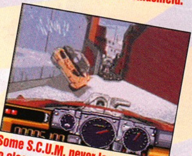


These aren't the boyz in your 'hood. Swerve sharply to the left and hit Turbo and this S.C.U.M. is easily cleaned off your windshield.



Driving is trickier in the sewers. Be prepared to brake more often, followed by an immediate sharp left or right turn.

Don't stick around to become part of the fireworks...hit Turbo and rocket outta there.

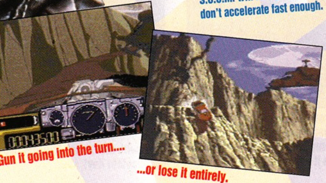


Some S.C.U.M. never learn. Hit Turbo to clear your path of this guy, but get ready to slam on the brakes and make a sharp right after he leaves you in the dust: There's a semi ahead, ready to crush your grill.



Full throttle when the Turbo indicator sounds and you can avoid the toll charges. Hit the Brake button after you land or you'll kiss the brick wall.

S.C.U.M. will ram you from behind if you don't accelerate fast enough.



Gun it going into the turn....

...or lose it entirely.

Brake fast and the guy in front of you will get the hook. Brake too slowly and you're next in line for the heap.



Don't gun it past these metalheads... tempting as it seems. Use your brake and you'll make it back into the daylight.

CYBORG JUSTICE

OVERVIEW

Last issue of *Sega Visions*, we gave you the first look at *Cyborg Justice.* Now get the rest of the story. Who are you? What are you doing in a Cyborg body with the power to hammer the bad guys? And how do you beat this game?

Your brain has been implanted in a Cyborg body...without your permission. You are mad. You are powerful. And you are out to kick some robot booty and take down the Cydrek Federation. This fantastic fighting cart is designed to give you total control. *Cyborg Justice* has five difficulty settings from Relaxed to Brutal. Moves include punches, kicks, aerial maneuvers and the ability to rip off your opponent's arms...among other things. You can build 216 different Cyborgs from combinations of powered weapons and body parts. See the last issue of *Sega Visions* for complete coverage of the Weapon Arms.

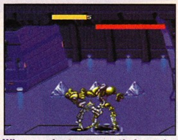
Cyborg Justice has two fighting modes. In a one- or two-player Arcade Mode, you take on every combination of robo-warrior the Cydrek Federation has to offer. Or you can go robot to robot in Duel Mode; you against a friend or the computer. In either mode the winning strategy is the same. Smash, crush and otherwise demolish your enemies while keeping as much of your power as possible. The best way to do this is to use the moves that allow you to steal your enemy's energy. The strongest fighter isn't always the one that wins. You may have a Cyborg body, but your brain is all human. Use it! *Cyborg Justice* is high-powered, full metal jacket fun.



If your timing is right, you can jump and let the missile from the right side of the screen take out your next enemy.



The Fire Hand can melt away your power meter. Close in and use multiple Low Shoulder Rams, then pick the enemy up for a mighty throw.



When you have a magnetic hazard on-screen, walk close to it to draw the enemy cyborg in. Then you can dis-arm it easily.



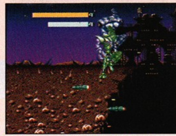
When you get into trouble, backflip away with the Crouch Flip and live to fight another day!



A great way to earn extra lives is to pull off an opponent's arm, then pull off the body trunk. When you have the trunk over your head, hit A and you'll steal the opponent's energy. All energy that is above a full life meter will overflow into another life. Do this often and you will max out in lives.



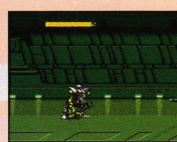
The Low Shoulder Ram may not be Cyborg Justice's prettiest hit... but it's one of the most effective. Use it often against your enemies and you'll take them out quickly.



In two-player Arcade Mode, make sure both of you are wearing Pneumatic Legs. You'll be able to avoid deaths in the crevasse by jumping simultaneously and double pumping Button C.



Once you've got a pile of vanquished enemy bits, they need to explode before your screen will scroll right. Speed the process by giving them a kick or two.



If your opponent is kind enough to leave your weapon arms lying around...don't hesitate to pick up and replace them... before they explode.



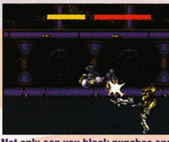
Don't worry about losing a limb once in a while. You can always steal one back from an opponent. Use the D-Button Away and Button A when you are on your enemy to rip off its limb, then Button A to replace the limb on yourself. How's that for spare parts?



With practice and proper timing, the Jump Kick can be a terrific way to avoid hits when low on power. Even if you miss your opponent, you'll land some distance away and be able to plan your next move without taking any hits.



If you hold your enemy overhead too long, you start losing energy. Once you've got 'em in the air, use the Button A Smash. Not only will they lose energy, they'll also lose a limb. Continue your attack quickly and they won't be able to put the arm back on before it explodes.



Not only can you block punches and kicks while in the Cyborg's protect stance...you can play a little football and field-goal kick your enemy through the uprights.



If you want to quickly destroy your opponent in the Duel Mode, try the Tank Legs. Land four solid hits and he's history. If your opponent is also using Tank Legs, you can protect by using the Crouch Block.



This configuration is best for the one-player Arcade Mode. You'll use Normal Hands (for regular bashing), the big Booster Body (to take lots of punishment) and Pneumatic Legs (for big jumps).



Position your Cyborg in the left or right corner. Then use the Normal Hand to inflict a multiple pounding by double tapping Button A and hitting the D-Button towards your enemy.



Learn how to do the Waist Latch attack alone in Duel Mode. This move is difficult to complete at the outset (if you miss, your cyborg lands on his metal butt and loses one-third of his energy). Once you've mastered the move, try it at least once in each battle. Every hit against an enemy while using this attack steals power from his bar and adds it to yours.



A great way to practice is to enter the one-player Duel Mode on Relaxed Level against a computer opponent. Ten wins and you'll be ready to take on the Arcade Mode.



Nope. This isn't Michael Jackson doing the Moonwalk. This is a Cyborg Standing Block Stance. This one is D-Button Away and Button C. It's the best basic defense maneuver. Get in the habit early.



D-Button Back and Button C and Button A will get you this terrific Face Kick. Mix it into your battles and keep your enemy on his back.

GENESIS

JUNGLE STRIKE

OVERVIEW

Electronic Arts' enormously successful *Desert Strike* is spawning a sequel that looks like it will more than live up to its weighty legacy: *Jungle Strike*. This combat-packed Genesis title promises to deliver a big 16 megs of military muscle. Advance looks at *Jungle Strike* are exciting. The game has first-rate graphics, digitized audio and tight, smooth controls that truly make you part of the combat action.

SNEAK PEEK

Jungle Strike's story should sound familiar to *Desert Strike* fans. The son of the Desert Madman is seeking revenge for his father's death and has teamed up with a South American Drug Lord. Trying to foil their plot to destroy Washington, D.C. with nuclear weapons will take you through more than 50 missions in nine heavy-duty campaigns. Your attack vehicles and weapons are state-of-the-art: a Comanche Attack Chopper, Attack Hovercraft, Stealth Fighter and Special Forces Motorcycle armed with Hellfire, Missiles and Guns.

Your globe-trotting, seek-and-destroy campaigns take you from Washington, D.C., to a night raid in the dense South American jungle, and to the icy chill of snow-capped mountains. Your missions include rescuing hostages, taking enemy POWs, blowing up nuclear subs and destroying weapons factories.

Jungle Strike looks like solid action/simulation fun on a big scale.



You'll need the Hovercraft — the supreme land/water attack vehicle — to survive this level.



Your mission includes taking out the drug-smuggling speedboats and the strategically positioned gunboats. Can you bag two birds with one shot?

The Attack Hovercraft is heavily guarded by rocket-armed sentries. The shoulder-fired rockets are amazingly accurate and have a longer range than your weapons. Isolate each sentry's position, then move in fast, firing your Missiles. Pull back and repeat the barrage until the Hovercraft is secure.

Take out all the supply trucks you can. A couple of direct hits and this sitting duck becomes duck soup. Fly over the ammo crate left in its wake. A winch will automatically lower to lift it up.



Blast the prison pits to free the American POWs and the kidnapped German nuclear scientists. But watch your load meter. Drop your companions in secured areas as soon as you can.



Move in fast and close enough to these giant sardine cans to score bulls eyes with your Hydra missiles. Watch for people sometimes left standing in the debris of tanks and buildings. Fly over them to take prisoners and rescue civilians.



Your one-man army needs up-to-the-minute intelligence to even up the odds. Press Start to see the on-screen battle map that will detail your mission, help you plan attack routes, point out fuel and ammo stores, and monitor landing zones and reserves.



Blow up all the bridges to isolate the drug lord's ground forces.

SEGA CD

THE TERMINATOR™

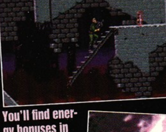
OVERVIEW

For those of you slavering to get your hands on this soon-to-be-completed blockbuster game.... Here's a Sneak Peek at *Terminator* CD from Virgin Games. This hot new title really shows you the power of the Sega CD. *Terminator's* amazing digitized film clips, spectacular soundtrack and animated action definitely take your game playing to The Next Level.

SNEAK PEEK



Kyle Reese starts the game in the hideous future war between the machines and humans. He travels back in time - to the present - to stop the termination of Sarah Conner. You'll find your way back from the future via a Time Machine, travel to the Tech Noire Club and the Police Station, and eventually kill the Terminator who threatens Sarah's unborn child, the future leader of the Human Alliance. Blast your way through eight different levels and this time Kyle Reese might actually survive.



You'll find energy bonuses in the outer reaches and after you kill enemies.



These gorgeous digitized film footage intermission scenes will let you catch your breath between levels. Catch it — you'll need it.

This enormous robotic tank takes scads of hits to beat. Once you've dented the lower part, jump and shoot.



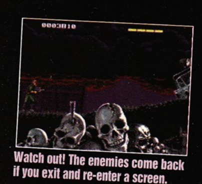


Kick some full-metal booty to clear the way through this area.

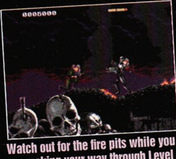




You can take out your enemies quickly with a little hand grenade action.



Watch out! The enemies come back if you exit and re-enter a screen.



Watch out for the fire pits while you are making your way through Level Two.



Stand on the left and chuck grenades to get past this fast-moving Helicopter.



Try not to let these big Mechanical Spiders push you back. Keep moving forward as you fire.

SEGA CD

the AMAZING SPIDER-MAN Vs. The KINGPIN

SNEAK PEEK

MARVEL COMICS

OVERVIEW

Followers of the Webbed One beware! You'll get caught up in the web of excitement spinning around the upcoming release of Marvel Comics' *Spider-Man vs The Kingpin* on the Sega CD. This exclusive first look proves that *Spider-Man vs The Kingpin* will be well worth the wait.

Spider-Man vs The Kingpin is going to be a big game, packed with giant levels and teeming with the archvillains you love to hate. New, complex levels are being added to the original eight from the Genesis version, while enhancements to the original levels will harness the Sega CD's capabilities. Expect to see lots more animation, action and challenges in these expanded levels. Spider-Man's slick moves — swinging from webs and crawling across ceilings, arachnid-style — will be even slicker so he is easier than ever to maneuver. Exploiting the multimedia strength of the Sega CD, *Spider-Man vs The Kingpin* will feature fluid, crisp, cartoon-like animation that ranks with the best, and 30 hard-rockin' minutes of original music to take maximum advantage of the Sega CD.

A Sticky Situation

Spider-Man's nemesis, the Kingpin, has devised a tangled web of deceit to entrap Spidey. Masquerading as Wilson Fisk, Kingpin has tricked the citizens and police of New York City into believing that Spider-Man has planted a bomb set to wipe out the city in 24 hours. The city-wide chase is on as Spider-Man hunts for the bomb...while the police and a medley of bad guys hunt for him!

Two of the cool new levels being added to *Spider-Man vs The Kingpin* will test the webslinger's skills and smarts: Spidey perched atop a speeding subway train commandeered by Vulture and his henchmen, and the wall-crawler as the ultimate laboratory mouse...trapped in Mysterio's giant maze.

Anybody who has ever wanted to don Spider-Man's suit, swing from a web line in that inimitable Spidey style and crawl up a wall (and what fan of the Webbed One hasn't?) will love the pure challenge of *Spider-Man vs The Kingpin*. This game will be heavyweight action/strategy game playing at its best.



Peter Parker and Mary Jane watch Kingpin's special news broadcast, warning the city to beware the new criminal menace...Spider-Man!



Spider-Man takes the charge out of Electro.



The trick to surviving the subway level is to dodge any obstacles overhead...while keeping an eye out for bad guys below.

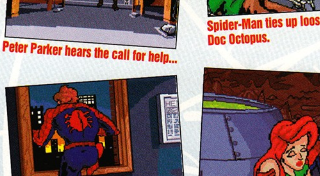


Peter Parker hears the call for help...

Spider-Man ties up loose ends with Doc Octopus.



Spidey's in for a real hot time in Mysterio's giant maze.



...and Spider-Man answers!



Spider-Man's final battle is against Kingpin, who has kidnapped Mary Jane.

Heavy Equipment



Get physical with Sega's most innovative peripheral ever — The Activator™ — a full body controller for Genesis that puts you in control like never before. With The Activator your every move determines the on-screen action. Imagine using your entire body to control gameplay as you jump, punch and air kick your way through action games like Streets of Rage 2 or Evander Holyfield Boxing. You might want to start working on your endurance, because The Activator will have you sweating in no time. And if you're musically inclined, you'll love dancing your way through your own composition.

Start by standing in the middle of an octagon of eight interlocking floor panels. Each floor panel has invisible high and low "smart beams" creating a force-field of 16 motion sensitive levels that instantaneously respond to your foot or hand motions. A quick karate kick has your favorite on-screen character making a similar move. Punch left or right for directional blows. The only limitation is your imagination, but you'll soon develop your own style of play. Add a second Activator to your Genesis and your buddies can join in for some "friendly" athletic competition.

The Activator connects easily into the controller port of your Genesis system and is compatible with Sega's existing software library of titles. Its eight floor panels separate for easy storage and assembly. This light-years-ahead controller comes packaged with a two-in-one game cartridge, including an original action-packed fighter game and a music game which lets you play "air drums". The Activator will be available this Fall. Meanwhile, you may want to start a daily routine of jumping jacks to get in shape.

He doesn't care if you use the plasma flame or the chainsaw arm to carve his

LOBSTER CYBORG BUTT,

just please be gentle.



WELCOME TO THE NEXT LEVEL™

Cyborg™ Justice



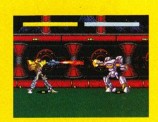
Enough legs, torsos, and weapons that you can make 216 different Cyborg dispensers of *correctional rehabilitation.* (That means pain.)



Arcade mode. Where two players team up to teach an army of Cyborgs a little respect. This is best done by ripping off their arms.



If they still don't get it, leach their energy, then plant a spiked foot or two in a place that spiked feet shouldn't ever be.



Two players, *head to head,* can fry, saw, and beat each other to death over and over again. You shouldn't try this without the game.





GENESIS


GAME GEAR
SEGA
TETRIS
Nintendo GAME BOY
SELECT
START

If you were

Why is their screen only one color? Why that color? Some questions we just can't answer. We make Game Gear.™ A multi-color portable video game

colorblind

system with a monitor so good you can turn it into a mini-television. All you've got to do is pop in the TV Tuner which is sold separately. But the best

and had an I.Q. less than

thing about it is the games. And by now there are 75 of them available. Like Sonic The Hedgehog 2,™ Taz-Mania,™ Streets of Rage,™ Shinobi 2,™ and

twelve

Batman™ Returns. But don't think we're going to stop there. After we take a few minutes to catch our breath, it's back to the drawing board, designing

then you wouldn't care which

new games, and making sure Game Gear remains the number one color portable, which should be no problem considering the competition.

portable you had.

(Of course you wouldn't care if you drank from the toilet either.)















Hook

OVERVIEW

Sony Imagesoft has come out with a new Sega CD hit for those of you who — like Peter Pan — will never grow up. *Hook* is an action/adventure game that follows the storyline of the blockbuster film. All the fun and excitement of the movie is here...complete with the digital symphony stereo movie soundtrack, phenomenal graphics and cinematic sequences.

The object is to rescue your children from the pointy clutches of Captain Hook. He's kidnapped them from your comfy home in Suburbia and taken them to the wild world of Neverland. Getting them back is an adventure through 11 giant rounds of the land where Peter once was Pan. Tink will give you back your youth. But take a few hits and you will turn back into old Peter Banning — complete with a coat and tie — and lose a life.

The game features unlimited continues and a variety of power-ups that give you extra points, a longer life meter and recharges to your power. And the outstanding quality of the music will really give your gaming a lift. *Hook* is a game that captures the magic of being young and wild. Adventure game fans young and old will enjoy trying to hang the wicked Captain by his Hook!

Be the Pan

Your first stop in Neverland is the Nevertree, where you must prove yourself to be Pan by battling the Lost Boys and Rufio to regain the Golden Sword.

After that, you're off to the Neverland Forest to fight Hook's Henchmen. This will also give you a chance to perfect Peter Pan's spectacular flying leaps, dagger, sword and crouch attacks.

Wait for Rufio to charge you...then leap over him and attack. Do this three times and the Golden Sword will be yours.

The Neverland Forest boss seems tricky at the outset. Instead of leaping from branch to branch, chasing him and avoiding obstacles, hang out on the bottom left and attack only when he comes in range. Do this three times and he's history.

Into Neverland

The Neverland Rocky Mountains are next with a crew of pirates who blast you with flaming arrows, throw boulders at you and roll barrels down on you.



Go up and right four overhangs and you'll find Pan's Golden Sword.



After getting Fairy Dust from Tink, go back down two cliffs and fly right to find these goodies.

Out for a Swim

The next Pan-tastic level is the Neverland Waterfall and Lagoon. Here you'll swim aided by mermaids, jump from rock to rock in front of the waterfall and fly over spiked floors. You'll need to particularly watch out for the Magic Tigers, whose breath will temporarily turn you to stone.



Mermaids can be a help and a hindrance. They won't let you drown, but they may push you up into various explosive devices. Better to avoid them.



In this region, stay near the bottom and go right to where Tink is giving Fairy Dust, then fly straight up and right over the spikes.



Fighting the final boss of the Neverland Waterfall and Lagoon area is easy if you: Get Fairy Dust, hit him quickly on the left, fly right using only half of your dust, strike again, then fly back left and tag him.



If Pan keeps his eyes open and his wits about him, he'll find lots of hid-

den areas like this one. As you first enter the Underground, go right (killing enemies and jumping to avoid quicksand). On the far right go under low wall and you'll find this 3-up.



Keep going right after seeing a 1-up between two spiked walls and you can walk through the rightmost wall to recover the Golden Sword.



You'll find it useful to learn how to avoid big obstacles. Hit your jump button, with AWAY from obstacle on control pad, then immediately hit TOWARDS on the control pad. Pan will jump over the obstacles and move forward.



The final boss of the Ice Area is easily beaten if you: Jump to the center pillar and pop just three of his balloons. His own explosives will then take him out.



As you fly up to Tink and start collecting Fairy Dust, remain in front of her, flying until the screen scrolls and has you on the far right. This way you can remain safe and see what's coming.

Watch out for tigers. Stone will sink!

This area is especially difficult 'cause Pan is followed through the caves by a flaming Will 'o the Wisp. This fire-guy lights his way, but always gets too close and burns Pan, so you'll have to run and let it play catch-up, or leave it behind and navigate in the darkness.

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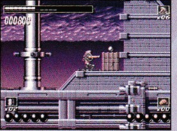
1. 1-up
2. 3-up
3. Tink
4. Pirates
5. Skeletons
6. Snakes

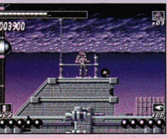
OVERVIEW

Action/adventure devotees, get ready to growl...half man, half wolf, all irate—he's *Wolfchild* for the Sega CD from JVC. This lycanthropic (wolfman) warrior will fight his way through nine levels of side and horizontal scrolling action, pitting himself against crack troops and biomutations. This disc will keep confirmed run-and-gun gamers hopping with action galore and kicking stereo sounds. Playing *Wolfchild* will bring out the beast in you.

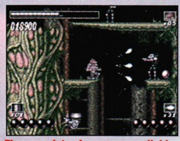


Dr. Kal Morrow's secret blueprint for the perfect war machine, Project Wolfchild, is needed for the world terrorist organization Chimera to complete its plans to dominate the earth. Chimera's certified-crazy leader, Draxx, has kidnapped the doctor in his quest for the blueprints. You as Kal's youngest son, Saul, decide to avenge your father's abduction and bring down Chimera in the process by activating the untested Project Wolfchild. After mutation, you'll use an amazing array of magical firepower: One, Two and Threeway Fireblasts, Arc Blasts, Flamers, Homers and Plasma Balls to fight your way through Battle Cruisers, Jungles, Ancient Temples and eventually the Chimeran Stronghold. It's a howl.


Examine any visible on-screen items for bonus pick-ups.

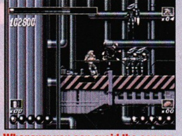

There are blocks that contain letters throughout the various levels... these spell out the words EXTRA and BONUS. Extra gives you an extra life and Bonus adds 20,000 points to your score.


Before taking on the first level's boss, be sure to scour the ship for additional weapons and power-ups. Then as Wolfchild, stand on the deep left side of the screen and blast the Birdman back to molecular level!


There are lots of weapons available throughout the levels for Wolfchild to use. Some have limited numbers of shots though, so use them carefully.

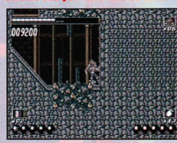

Often what appears to be solid may turn out to be hollow. Don't hesitate to walk into things, you may find a path out.

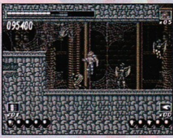

There are restart bonuses throughout the game. These are save spots...so if you die, you restart at that position.

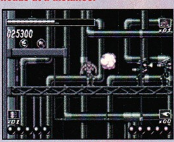

Whenever you can avoid the conveyer belts, do so. These are liable to take you right into enemies.


Don't hang out on the first elevator you see...when there are two visible, make the jump to the second, because the first always seems to fall.


Whenever you pick up a shield bonus (invincibility) move quickly, because enemies abound near the shields and you have limited time.


Lots of invisible areas contain power-ups. Always check the walls and hit any blocks in your way to see if they contain anything.


Try to take as few hits as possible here and remain Wolfchild (powered up). You want to fight these Octoheads at a distance.


Smart Bombs can be found throughout the game and you can carry a max of 10. They destroy all enemies currently on screen.



Time Gal

OVERVIEW

Join *Time Gal* in a fast-paced blast through the ages. *Time Gal* is part of Renovation Products' Action-Reaction game series (see *Road Avenger*, also in this issue). Travel from the deep past into the distant future through 16 levels of colorful, cinematic graphics, dynamic sound and game play that will test your reflexes to the split second. Wildly vivid triumphs and deaths await. Lock your brain and fingers into overdrive. *Time Gal* will require all your timing and talent.

A time machine called the Pathforger has been stolen by an evil crud named Luda. He intends to change history and end the world as we know it. *Time Gal* has the Pathforger II. Her mission is to stop Luda before it's too late.

To maximize the challenge, the first few stages of *Time Gal* appear at random. You might start in one era the first time you play and another totally different era the next. This randomness keeps you from memorizing the game patterns too closely. You have to stay alert and be ready to react. To add even more challenge, there is a random reverse angle that kicks in when you Continue. You may find yourself having to react in the opposite direction! Like *Road Avenger*, *Time Gal* will have you furiously reacting to a series of on-screen visual and audible cues. Move in the proper directions and use weapons correctly...with the proper timing...and you'll advance to the next era. Miss your cue...and die in an amazing number of different cinematic sequences. *Time Gal* is intense.



Remember, you get passwords only if you play in Normal or Hard Modes.



When Time Gal says "Time Stop," the screen will freeze for five seconds. You will be required to make a choice on what to do next. You have three choices. Choose carefully!



Try the early areas of the game in Easy first so you can get the command sequences down. Then switch to Normal or Hard and test your skills.



When Time Gal is engaged in sword battles, the four jewels flash simultaneously as clues to hit a button instead of a D-Button direction. But do keep an eye out for stray direction commands.



Yeah! You did it. But guess what? There's a whole new ending if you beat Time Gal on Hard Mode.



When you Continue, the screen sometimes flips into reverse angle. Be ready for the change and react accordingly. It's like playing backwards.



Don't forget to duck!



You'll get further if you concentrate on the reaction jewels and avoid getting hooked on the screen action. You can watch the action in Visual Mode after you get the Password.



When fighting the pirate, the first five moves are Button A, Button A, Up, Up, Up. Shiver his timbers!

The Hard Mode will give only audible cues. Learn the stages on Easy or Normal first...unless you are psychic.



OVERVIEW

The mega-hit action/RPG *Rise of the Dragon* makes its way from the PC to the Sega CD. This fantastic techno-punk thriller drops you in mid-21st century L.A. as Blade Hunter and lets you untangle webs of chilling mystery while trying to survive in the streets. You'll have arcade action, puzzles to solve and lots of possible outcomes. This game is candy for your mind.

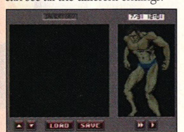
Rise to the Occasion

William "Blade" Hunter, a burned-out cop turned private eye, has a number of problems. His old boss — now the Mayor — has hired him to investigate his daughter's death. The daughter died in mid-mutation caused by a new terror in the streets, the drug MTZ. A more immediate menace also threatens the streets: Bahumat, an evil Chinese warlord, appears to have come back from the dead after 3,000 years. Bahumat has designs on the city...and the world.

Rise of the Dragon includes all the original game, and more. The innovative original soundtrack has been updated for even better digital-stereo sound. Amazing amounts of digitized voice (in lots of terrific accents) have been added to give *Rise of the Dragon's* already movie-like feel a spectacular boost. Even better, there are no passwords. The Sega CD's save feature keeps your place in the game.

Rise of the Dragon

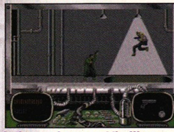
Rise of the Dragon's most important feature is the game's multiple outcome branches. The game's outcome can go lots of different ways depending on a number of variables. These include who you talk to, what time of day you spoke to them, what you had in your inventory at the time, who you had spoken to before and how you talk to each character. *Rise of the Dragon* is a title that you will love to play more than once, with different tactics each time so you can see all the different endings.



It may seem obvious, but dress Blade before you leave his apartment. Otherwise you will get arrested.



There is a way to get this guy's help...if you're careful.



In the arcade scene at the Warehouse, use your handy With & Smesson Pistol on Snake as he comes across the pit.



You can do this with your Pistol but a rifle might be more help. Did Chang Li give you anything that had the word Kevlar in it?



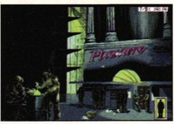
Search everywhere. Take everything. Anything could be helpful and, if nothing else, you may get a big laugh.



If your girlfriend, Karen, does nothing but scream at you, give up. You need her help. Start over. Be nice. Keep the second date...you big lug.



As you move through the game and get more information, more subway stops appear.



Get in the habit of saving your game before entering new places. If things don't work out — you get beat up, die or just pick the wrong attitude in your conversation and no one will help you — you can restart from just outside.



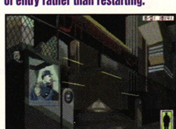
You'll find some helpful stuff in Chen Lu's apartment. Pay close attention to the Meanwhile Scenes. You'd hate to go to jail on a charge of breaking and entering.



In the Warehouse District, you'll find an ancient Chinese Mythology Scholar named Chang Li. If you play your cards right, he can be very helpful.



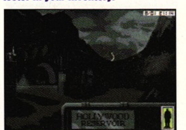
Keep locking yourself out of your apartment? Typical Blade. Search the hallway for an alternate method of entry rather than restarting.



Can't get inside D.H. Enterprises? Tried bombs, pistol and gas? There are a number of ways in...try the roof or someone else's ID. Keep eating those fortune cookies.



Vid-Phone Tapping 101. Keep getting barbecued at Jonny's Access Panel? Pay attention to the color code of your wire tester. Look at the wire tester in your inventory.



How come there's nothing to do at the reservoir? The time is not yet ripe, my son. Watch your Meanwhile Scenes.



Save before you go to see the Mayor. Your old boss is a grouch and might just toss you in jail if you handle him wrong.

Ask Karen about lots of inventory items you pick up along the way. Where was it she worked? Records?



Exercise care with the items you collect. You might be especially careful with the Fisto Candy Bars and the Bombs.



You completed the game but Karen died? Try the Janitor's Closet for something helpful next time.



Talk to everyone you can. But first carefully read your response captions.



Don't forget to duck in the last arcade sequence against Bahumat. A bomb might be useful here.

OVERVIEW

You met him on the Genesis. His adventures continued on the Game Gear. Now *Chuck Rock*, the muscle-bellied, slung-jawed, boulder-head from the past, has come to the Sega CD. *Chuck Rock* CD by Sony Imagesoft is a hilarious action game featuring rock-sharp graphics, true to cave-life sound and music that is definitely rock and...and...you know what we mean! The action is simple, challenging and straightforward. No Einstein-quality brainwork needed here...just nimble fingers and a sense of humor.

Chuck Rock is a beetle-browed Neanderthal with a serious problem. His wife, the lovely Ophelia, has been kidnapped by the Stone Age villain Gary Gritter. Now Chuck is left with no clothes and no root beer. The animated sequences at the beginning of the game tell the story.

To get his blushing bride back home, Chuck must belly-butt and throw boulders through 28 stages of side-scrolling, Stone Age terrain. Chuck's main moves are the belly-butt and an in-air jumping kick. He can also toss large and small boulders, as well as place them on the top of his flat head for protection—sort of a caveman helmet.

Along with options that allow you to configure the control pad buttons, the game has a password save so you can keep track of your progress in five-level increments.



You can protect against Pterodactyls and other menaces by holding a boulder over Chuck's big noggin.



You can't hurt this big, bad Boogie Monster. Don't even try. Just run past when he's down.



Not all the creatures of the land 'o the dinosaurs are your enemies. Some will help their good bubba Chuck.



Grab a rock and jump left to bottom ledge. You are safe here. Throw your rock to the top ledge, jump up, grab the rock and toss it on ol' big, green and ugly. Repeat seven times and this historical Dino will be history again.



Use these frogs as jumping stones. But look before you leap. They can be hard to see.



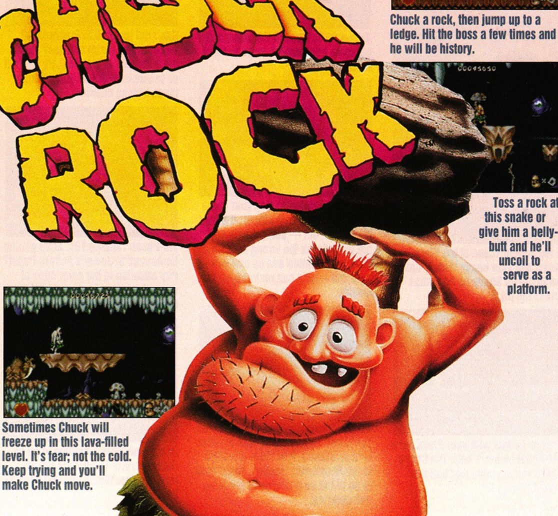
Chuck a rock, then jump up to a ledge. Hit the boss a few times and he will be history.



Rocks make good headgear when the coconuts start to rain. They will also stop flying enemies cold.



If you take the high road here, Chuck will make it to the next level.



Toss a rock at this snake or give him a belly-butt and he'll uncoil to serve as a platform.

Sometimes Chuck will freeze up in this lava-filled level. It's fear; not the cold. Keep trying and you'll make Chuck move.

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ØØ **PROGRAM OVERRIDE**
[MISSION DIRECTIVES]

>> **MISSION ONE** - LA, 2029
DESTROY ENDOSKELETONS
AND HKS
DEFEND HUMAN HIDEOUT
PENETRATE SKYNET
ENTER TIME FIELD

>> **MISSION TWO** - TODAY
PROTECT JOHN CONNOR
DESTROY CYBERDYNE
TERMINATE MIMETIC
POLYALLOY T-1000
PREVENT JUDGMENT DAY

>> **WEAPONS** - SELECT
>> RAPID FIRE MACHINE GUN
>> ROCKET LAUNCHER
>> 10 GAUGE SHOTGUN
>> M-79 GRENADE LAUNCHER

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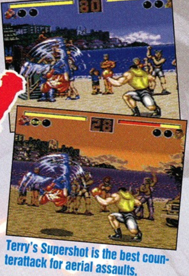






OFFICIAL SEGA SEAL OF QUALITY

Fatal Fury




Terry's Supershot is the best counterattack for aerial assaults.



Use Terry's Burning Knuckle Punch for major damage from a distance.

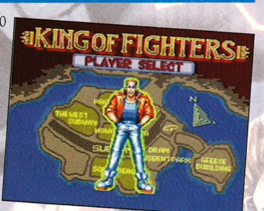
OVERVIEW

Ready for some dynamite, fist-fighting action? Take on *Fatal Fury* by Takara. This hot hit is full figure, arcade-style martial arts combat...Genesis style! You can fight against the computer or against a friend in a series of two-out-of-three battles to decide who will become the "King of Fighters."

Fatal Fury has two modes: Champion Battle and Street Fight. Champion Battle is a brawl across South Town to the headquarters of the evil Geese Howard. In Street Fight you can play as any of the game's three heroes...or as one of the other fighters. In the Street Fight mode you can even pit the same character against each of the others for the ultimate test of your fightin' skills. In each mode you can play against the computer, against a friend or have the computer battle it out with itself so you can watch and learn.

Terry Bogard

His father was killed 10 years ago by Geese Howard. Terry is back in South Town...with awesome martial arts skills...to defeat his father's murderer. His favorite fighting techniques are the Burning Knuckle and Slam Attack.



Hot Moves



Terry Bogard's Power Wave is the perfect weapon against ground-attacking opponents.



The Slam Attack will knock more than just the wind out of your opponents.

Andy Bogard

Andy is Terry's younger brother. He shares his brother's desire for revenge and also wants to prove to the world that he is as good a fighter as his big bro. His favorite fighting techniques are the Flying Punch and the Dragon Bullet.



Hot Moves



Andy Bogard's Flying Punch nails opponents you just can't come close to.



No opponent is fast enough to counter Andy's Dragon Bullet. The best they can do is block and take the damage.



Andy's Body Spin is a counter to aerial attacks.



The Shotgun Kick packs a long-distance wallop.

Joe Higashi

Joe Higashi is a Japanese kick boxing champion who is risking his professional reputation by joining the King of Fighters Tournament. He is a friend of the Bogards and respects their keen fighting abilities. Joe's favorite fighting techniques are the Slash Kick and Hurricane Uppercut.



Hot Moves



Joe Higashi's Machine-Gun Punch shreds your opponents.



Joe's Hurricane Punch will offset any enemy ground and aerial projectiles.

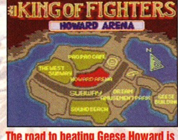


Use Joe Higashi's Slash Kick for long-range impact.



Unleash the Tiger Kick early in the fight to catch your opponent off-guard.

The King of Fighters Tournament



The road to beating Geese Howard is filled with the baddest brawlers South Town has to offer. This is what you are up against:



Tung Fu Rue's Flying Wheel Kick hurts big for a little guy, but he bounces high enough to get under it if you're close enough.

You can see Tung Fu Rue's Palm Slap coming a mile away; either block and take a little damage or just jump over him.



Tung Fu Rue goes into a metamorphic state and often does helicopter punches, sometimes spinning flying punches. Jump over the fireballs and counterattack with combos or multiple punches while he is still spinning.



Stay close to Raiden with low punches and kicks to prevent him from launching his powerful Rocket Attack.



Counter Michael Max's Hurricane Punches with ground attacks.



There's really no way to get around Raiden's Killer Fog. It takes him a while to gasp in air before he blows out the fog; attack him while he's inhaling.



Richard Meyer's Spider Kick is a basic vertical spin move. When he is played by the computer, however, he can hover and even spin upside down. Use projectile attacks like the Flying Punch.



Richard Meyer's Rolling Attack is best used for long-range attacks or to counter aerial attacks. The best defense against it is just to be out of the way or duck under it.



Duck King's Cannonball Attack goes pretty high; get under him and counterattack when he lands.



The best way to defend against Duck King's Head Spin Attack is to either jump over him or to counter with a projectile weapon.



Unlike other power waves, Geese Howard's Violent Wave goes the length of the screen. Jump over it and counter with a flying kick or punch.

OUT OF THIS WORLD



Don't be a hero when facing the saber tooth. Run to the left, jump off the ledge and catch the vine. When you swing back, take off running again to the right.



Let this guard blow open a hole at the bottom of the stairs before you dispense with him. The hole will lead to more underground power circuits.

OVERVIEW

Get ready to blast *Out of This World* on your Genesis! *Out of This World* by Virgin Games is an action/adventure game that will challenge your ability to survive against all odds. This sci-fi title features cinema-style animation and graphics that has made *Flashback* such a popular game. *Out of This World* offers a heavy-weight mix of strategy and adventure for serious gamers.

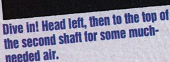
You play as Lester Knight Chaykin, a boy genius who has been transported to an alien land. The object is to find your way back to your own world. There is only one small problem. A whole city full of aliens is hunting you. You must also master the maze of caverns, tunnels and corridors of the underground city where Lester is trapped. Befriend a certain alien with passcodes into locked areas and you might just make it. You could also stumble upon the ultimate alien weapon...a combination of force-field generator and laser blaster that blows away everything and everybody. The game's ending plays much like the twisting caverns that Lester navigates...a surprise at every turn.

Out of This World includes a password feature so you can keep your place in the game. This is one cart you won't want to unload until Lester is safely home.



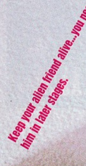


The force field and laser blast use up a lot of energy. Use them only when necessary since your charge is limited.



Dive in! Head left, then to the top of the second shaft for some much-needed air.





Keep your alien friend alive...you need him in later stages.

Raise your force field but keep shooting. Keep your friend alive and you'll live, too: He has the password to open the door.

Blow out all the power circuits you can.


Crouch and put up a force field, then move around to trip the door. Move away from the door after the guard rolls the grenade. The door will close...and the grenade will roll back to the guard. The timing for this move is tricky.

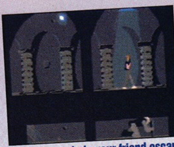

Swim down the shaft to find the power circuit, then blow it away.


Recharge your gun, then blow away the three walls. Look for recharge stations at other levels.


Your only escape route is the small ledge beneath the other cliff. Jump to it, then blast an opening.


Go to the bottom floor to disarm the current, then return to this level and blast an opening for yourself and your friend.


Blow away the reservoir's restraining wall. Then run! Draining the reservoir will give you access to other parts of the city...some of them by swimming.


You've got to help your friend escape from the crawlspace. Run left, cross the waterfall, go downstairs, then run right across the waterfall again. Shoot the light. The chain that blocks the crawlspace will be released.

Let your alien friend go ahead of you. If he comes running back, there's an alien guard waiting for you just ahead.

Escape in the alien ship. Find the eject button before the aliens find you!

Alien Arsenal-In-One


Shield yourself with the force field. Hold down Button A until a small glow appears at the gun barrel. Release the button and the gun emits a force field that protects you temporarily. Put your gun through the field to shoot aliens.


The laser blast is an energy drain on your weapon, but necessary to blow away obstructions. To set your gun, hold down Button A until the small glow appears. Keep holding the button down until a larger glow appears. Release A to fire.

The Flintstones

OVERVIEW

"Yabba dabba doo!" *The Flintstones* have just fast-forwarded from the Stone Age to your Genesis! *The Flintstones* by Taito is based on the long-running cartoon series starring your favorite Bedrock characters, Fred and Wilma Flintstone, Barney and Betty Rubble, Pebbles and Bamm Bamm. This one-player action title pits Fred against a variety of Stone Age challenges. The game features 24 levels that take you from the bottom of the sea to the lofty tops of mountains. Fred has to battle and outwit everything from giant leaping lizards to sea monsters in seven adventures that include retrieving Wilma's necklace and finding Pebbles.

Fred's weapon is a cool cave-type club. He can also duck his head into his caveman suit, a handy defense when he's in tight spots. Pop all the balloons you can: They hide power-ups that make you stronger, apples that restore your lifeline, hearts that add to your lifeline, Stars that give you additional continues and Lucky Stars that give you bonus points. Other power-ups make you invincible for a short time.

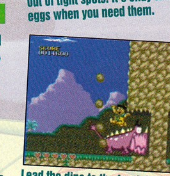
The Flintstones is non-stop, dino-bashin' fun from the first "Yabba dabba doo!" Swing your mighty club and watch 'em scatter!

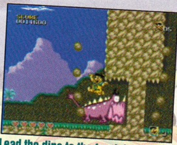
If you're into action games that take some strategy to solve, *The Flintstones* is sure to keep you going for awhile.

Baby pterodactyls can give you a lift out of tight spots. It's okay to break eggs when you need them.



Don't waste time in the lava pit. Run right as fast as you can.





Lead the dino to the far right wall. Let it make you an opening.

Play baseball with clams to beat the sea monster. Try bashing the far left clams to cause chain reactions.



Shoot or bash this leaping lizard as it drills into and out of the ground. Its weak spot is its head.



Dinosaur skulls and cactus plants will give Fred sore feet and cost you hearts. Find Wilma to become temporarily invincible.

Turn on lights by clubbing the jellyfish. But stick around too long and you could get a shock.



Fred must beat the dragon and jump over its head before it reaches the left side of the screen.



Bash or jump on the seesaws to launch boulders at the giant dodo bird. Beware of its feathers.

Club the snakes to form your own stairway.

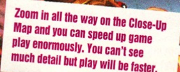
Power Monger

THIS ICON IS: AGGRESSIVE
THIS IS USED FOR AN ACTION TO HAVE MAXIMUM EFFECT.

The key to victory is choosing the correct posture. Avoid losing troops and supplies whenever possible by creating alliances. But, hey—crush them when they deserve it!

OVERVIEW

Real-time simulation fans prepare...*Power Monger* from Electronic Arts for the Sega Genesis is a control freak's Valhalla. Designed by the same crew that did *Populous*, this title will take you beyond simple resource management. You, armed only with your divine right to rule and a handful of loyal followers, will take on 195 territories and convince or coerce them to submit. Your followers will do battle against petty warlords in an attempt to unite all lands under their rightful king...you.


Zoom in all the way on the Close-Up Map and you can speed up game play enormously. You can't see much detail but play will be faster.


If your Settlement has a workshop and enough raw materials and food, you can set them to inventing something. You get no choice in what they invent but can influence them by where you place the workshop. Put it near forest and water and you'll get boats. Put it on high ground away from forest and you'll get swords or cannon.


Use Query to learn about each Settlement. For instance, a Settlement might be ready to overthrow their warlord. Take a passive posture with them and your men will be able to win without warfare.



Sheep are a great way to increase your food supply. Each time you have your men attack grazing sheep, 180 food items will be added to your stores.


Spying is a dangerous profession; the penalty for getting caught is immediate execution. But spies can find out so much that it's worth risking their hides. The info you'll get includes the locations of all friendlies and enemies in a particular locale.

Unlike simple war sims, Power Monger gives you the opportunity to win a Settlement's hearts, minds and future efforts through word and deed, as well as battle. You'll mine resources, create new inventions (gee, I'm outnumbered. Wouldn't a cannon be nice?), send out spies, form alliances, set up trade and generally act like a king. *Power Monger's* menu is easy to use and offers a terrific number of choices, including Help Windows if you get lost or don't understand a command. For the truly brave or crazy there's even a choice setting to play Random Lands. This land may be easy, tough or insanely difficult at random. So what'll it be? Are you going to lead your followers to glory or foolish destruction? It's all up to you, Oh Great Power Monger.

OVERVIEW

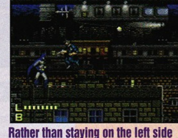
Batman fans, get ready for Sunsoft's *Batman: Revenge of the Joker*. This new fast-paced action hit has cartoon-style graphics and animation that make you feel as if you've jumped inside a comic book. As the Caped Crusader, you play through 19 stages of nonstop smash 'em, blast 'em fun. The game is perfect for hard-core action fans.

Your job is to stop Joker from building missiles out of toxic heavy metals. On the way to the Joker's secret hideout, the Ha-HaCienda, you must blast your way through seven big levels ranging from the Warehouses to the Snow Mountains and beyond. Your main weapon is the Wrist Projecter. Wrist Projecter ammo can be found behind almost every box and bad guy. Game options include a passcode to keep your spot in the game and unlimited continues...which you'll need if you want to beat the Joker at his own game.

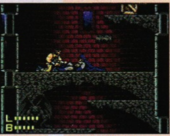
The second part of Joker's Warehouse is a straight-shooter-type level.



Stay low and use your slide to make it through.



Rather than staying on the left side of the screen in this scrolling level... learn the jumps and stay to the right. You'll take fewer hits.



Use Batman's terrific slide attack against the Joker's early level henchmen. This leaves you crouched and less apt to take early hits.



Each of the bosses has a weakness. All you need to do is find it. The first boss (Ace Ranger) is fairly easy to beat if you crouch close to him and fire a lot. As he jumps over you, turn and continue firing without getting up. He's toast.



Ride these moving panels to get through the first part of Joker's Warehouse.



Keep your eyes peeled for gaps hidden under the snow. That first step can be a killer.



Be careful which ammo you pick up, 'cause these ammo blocks are hard to see. You need the Bat Crossbow.



Watch out for falling bits o' comet. They will erode your life meter before the action gets intense.



Take this level slowly and carefully for the best success. Rushing will get you in trouble.

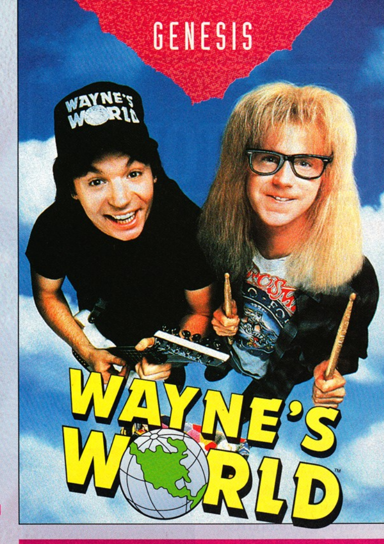


You'll find lots of power-ups throughout the game in these plain crates. Shoot 'em again if you want to change the ammunition.

Invincibility lasts only for a few seconds. Use the time to get as far into the stage as you can.

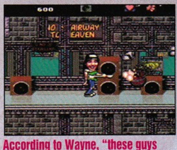
BATMAN™





You play as Wayne Campbell. You and Garth have been sucked into an arcade video game. Garth has been inhaled by Zantar, the Gelatinous Blob (it could happen...). Armed only with a guitar, you must take on four levels and 11 stages of serious danger to save your bud. This adventure takes you through Kramer's Music Store, Stan Makita's Donut Shop, the Gasworks and worst of all, Suburbia. It's a walk in the park...Not!

You'll find lots of power-ups on the way, like the Schwing!, which blows up all the enemies onscreen; the Worthiness point, which lets you live through one more hit; and tons of guitar upgrades so Wayne (that's you) can actually believe he is the reincarnation of Jimi Hendrix. Rescue your hapless sidekick from a fate most unbecoming and do it without blowing chunks. Garth double-dares you. Just don't taste the Mystery Meat. Repeat after me: I am worthy, I am worthy, I am...



According to Wayne, "these guys suck haggis," but you'll also find that they require two hits. Give 'em a couple of guitar blasts and they're gone.



Search each level carefully before leaving. Some of the bonus items will really help in the next level. Schwing!



Geez, does this store got enough wattage pumping through their speakers? Not. Jump the arcing speakers or you'll find yourself quickly "Not Worthy."



Guitar stores are dangerous places. Move carefully when you approach the guitar racks, 'cause these babies will whack you when they fall.



Stand on this amp and wail away. The guitar monster will be only a bad memory if you hold down the C Button constantly. Wayne takes zero hits while jamming on his guitar.



Each time you take a hit fighting this Sugar Puck Monster, switch screen sides... he's kinda stupid and won't realize that you've moved for a while. Excellent!



If you hold down both the B Button and the C Button when fighting something in the air, Wayne will jump and shoot at the same time.

In the Suburbia levels watch for the vicious man-eating mailboxes. Avoid them like the plague.

OVERVIEW

Garth and Wayne are about to totally invade your Genesis in *Wayne's World* from T-HQ. Are you capable of taking on this way excellent adventure without hurling? Could life be any sweeter? You'll face bizarre creatures like the Psycho Hose Beasts, Head Bangers, Putrid Grease, Accordions and other crazed mutoids (No way...Way!), in this kicking action/adventure game.



Include the Gasworks in your list of recent Elvis sightings. You can hose this boss by jumping to the upper left platform and jamming on Wayne's guitar.



This Street Hockey Player takes 15 — count 'em — 15 hits. Slowly move back from him and wail.



Avoid the jello bubbles dropped by the Gelatinous Blob by running to the opposite side of the screen and wailing like crazy on the guitar.

PGA GOLF TOUR II

OVERVIEW

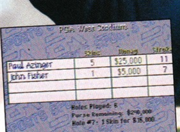
Golfers, get set to tee off. *PGA Tour Golf II* from Electronic Arts is a golfer's dream come true, with six — count them — six Tournament Player's Club (TPC) courses designed directly from the original course blueprints — plus a fantasy course, a big-money shootout Skins Game and 60 Tour Pros. And this is just for starters. You also get loads of stats, five actual PGA Tour Tournaments, and a Draw and Fade Meter for improved Ball Physics. Fore!

Use a chip shot when you're close to the green but not the pin.

Here is your chance to go at it with the Pros. Whether you're a veteran golfer and a scratch handicapper or just a beginner, you'll find everything you need in *PGA Tour Golf II*. As you get started, there are practice rounds, a putting green area where you can choose from all 126 available greens, and a driving range. You can even take a Mulligan (retry the last shot). The Skins Challenge sets you against three other players, whether computer-controlled Pros or your golfing buddies. Battery Back-up lets you save tournaments, players, prize money and stats. From special chip shots, punches and fringe putts to 10 different ball lies, *PGA Tour Golf II* satisfies every golfer's urge to tee off — but without the green fees.



The new Hole Browser feature will let you preview each hole with hints and fly-by views.



In the Skins Challenge you can keep track of the dollars and stats. Remember you can always pick up your ball and head for the next hole.



The overhead view is particularly helpful when there are hazards involved. It helps you decide how to take the shot and how to avoid water and trees.



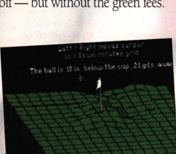
Practice your driving on this spectacularly real driving range.



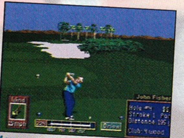
Don't hesitate to take a look at the whole course at the beginning of your round.



Use the Punch Shot when your ball is buried or half-buried. You'll reduce the distance, but also reduce your chances of a flub.



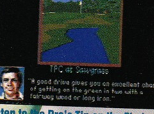
Use the 3-D putting grid to crouch and read the breaks from a Tour Pro's perspective.



If you go past the 100 percent mark on the Stroke Meter, it's called overswing. Be careful here: You'll get max distance, but you'll also magnify any hook or slice.



Don't forget that when you make a terrific shot you can always do an instant replay. Make your buddies wait and see the eagle again!



Listen to the Pro's Tip on the Fly-by Hole Preview. It'll help.

Mutant League Football



You could always skip the crazy fields and play on turf. Even though this is closer to "real football," your opponent can always bribe the ref and gain extra yardage on any play.

When you're down on points, be sure to try an Electrocute Audible. It will brighten your day!

OVERVIEW

***Mutant League Football*, from Electronic Arts, is a wonderful twist on the grand old game of football. Whether played by you and a bud, or just you against the computer, this title has all the features of a "true football" cart...except that you play as mutants or robots on a wide array of sci-fi fields and have your choice of gore level!**

Like EA's *Madden '93*, there are instant replays, audibles, the same play mechanics and other popular features of the game. But unlike *Madden '93*, you can choose from a wide array of plays that literally destroy your opponents. And if you run out of reserves, you play with no substitutions!

The Mutant League is divided into two conferences: the Maniac Conference and the Toxic Conference. The conferences have eight teams each. On the Maniac, for instance, you'll find the Sixty Whiners and the Deathskin Razors and on the Toxic, you'll see the Killer Konvicts and the Psycho Slashers. You can choose from 19 different types of fields to play on, from the Butcher Dome (desert, craters, mines and pits) to Tripout Stadium where the surface is rubber and there are mines and pits galore!

Quirky features include 14 different Nasty Audibles that you can use once during each game. Nasty Audibles are tricky plays that you'll never see on a real football field. Rumblefumble lets you intentionally fumble the ball. Then, the first player to touch the explosively rigged football is blown to Mutant Heaven. Invisibility makes whoever has the ball invisible. Rocket Pack gives your runner a personal rocket for long yardage and Blackout puts metal shields over your opponents' pass screens!

If you are an action fan, you'll go for *Mutant League Football*. It's inhumanly fun.

A highly useful defensive play is the QB Smash. It does as advertised.

If you think your bud has pulled a Bribe the Ref play... you can always run a Kill the Ref play and destroy his hopes!

You can set your Death Index (gore level) from 1-rough to 5-annihilation. 5 may be messy, but more fatalities lead to more fumbles and turnovers!

There are lots of "wild" plays that have wonderfully crazy results. Use them to confuse and abuse your opponent. This one's called the Death Bone.

The Super Hands Audible will give any receiver hands of gold.

Don't listen to your coach! The guy's obviously a madman.

Sometimes the field is missing in spots. A good coach should never let his players fall into the Void!

Tom and Jerry THE MOVIE™

OVERVIEW

The chase is on in *Tom and Jerry - The Movie*, as the world's most famous cat-and-mouse duo continue their cartoon antics on the Game Gear. This quick-paced game by Sega follows the mischief of the soon-to-be-released animated feature film of the same name. *Tom and Jerry* highlights intense chase/action and scads of "I'm gonna get that mouse" antics. These two characters will keep you jumping!

Tom and Jerry takes the fun-loving cartoon couple through hazardous twists and hilarious turns as Tom chases, catches and loses Jerry through five big levels of animated fun. You'll play as Tom, in hot pursuit of the lightning-fast, tricky Jerry. Your madcap chase starts in My Home, takes you to The Night Town, then On the Ship, a Deserted Island and finally, the Labyrinth. Each level puts Tom through paces no self-respecting, mouse-catching cat should have to endure. Tom will have to climb obstacles, duck cherry-bombs and leap hazards to get that darned mouse. Between each level, you'll go to a bonus round. The four bonus rounds will refill your energy levels and hopefully each give you another life heart.

The cartoon characters Tom and Jerry have been around since most of our parents were children, have been in over 200 cartoon shorts, are starring in their own feature film and now make their way to video-game history. Not bad for your average cartoon cat and mouse, but as we all know these guys are far from average. *Tom and Jerry* is madcap, wacky, light-hearted fun. It beats setting a mousetrap anyday.



Tom will lose energy through each level as he takes hits from his pal Jerry. Pick up these Life Up Hearts to regain strength.



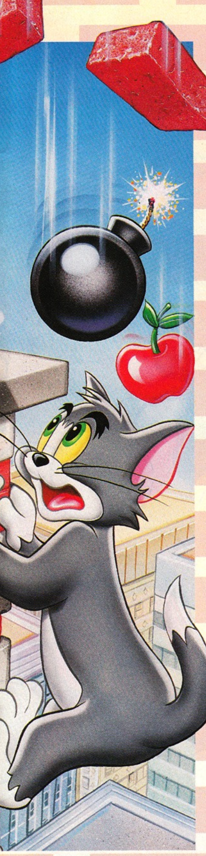
The Crazed-Mechanical Dog at the end of the first stage gets in a few licks before Tom can dispose of him. Wait on the far left of the screen and the dog will eventually fall in a hole. Tom will have to take three hits first, though. Jump the hole and catch Jerry.



Watch out for falling lamps in My Home. Timing is the key to avoiding these.



You'll be able to jump some of these spike pits. Others are too wide, so find another way over them.





Jerry tries to make a clean sweep of the first stage. Jump these self-propelled brooms.

Your first and third bonus levels will be a game of Tag. Pick up all the bonus hearts first, then try to catch Jerry. If you get him you'll gain an extra life heart.



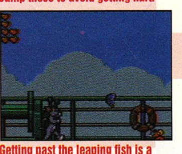
Rather than trying to jump these bouncing cans, wait until they get close, then run under them.



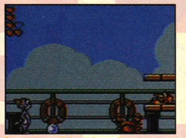
Sometimes you'll be able to avoid playing the whole stage by catching your mouse early on. If you have trouble getting past a particular stage-boss, try to catch Jerry early in the round.



Jerry lays land mines in Tom's path. Jump these to avoid getting hurt.



Getting past the leaping fish is a matter of timing your jumps.



Sometimes it just doesn't pay to go all the way through each level. Catch Jerry early and avoid this Crab.



In the second and fourth bonus Levels, Tom plays Apples and Bombs with Jerry. Avoid the Bombs and catch the Apples. Eight points will get you another life heart.



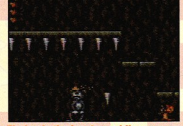
All the way through the game you'll find that Tom has to trip plungers to get through some areas. Some plungers are better left un-tripped. Look carefully at the scene before activating them.



Watch out for these exploding mushrooms.



Move fast enough and you might not have to deal with these moles.



Timing is the key to avoiding any falling items. If you do get hit, run quickly past while Tom is flashing. Tom has limited invincibility after getting hit.



At the end of the fourth stage avoid the bats and hit the plunger on the top right shelf. Then go catch your man... er, mouse.



These suits of armor toss their helmets at you. Duck.



These gargoyles are more than wall ornaments. They spit fire balls. Watch it: Cats hate to be engulfed in flames.



All you need to do to complete this game is figure out how to get past the final boss. Good luck. Get to it.

Krusty's Fun House

OVERVIEW

Aye carumba, man! Bart's pal Krusty has finally made his way to the Game Gear. *Krusty's Fun House* from Flying Edge is one of the finest action/puzzle games ever made and looks great on the small screen. Go portable with Krusty...the guy who put the K in Konniving.

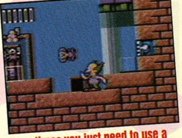
Krustyland has been invaded by rats. Bart and Homer have consented to run the high-comedy rat traps. Ever see a rat take 20,000 volts, get mashed by a big boxing glove hammer or get blown up like a balloon? All you have to do is help Krusty clear the way by guiding the nasty little rodents to their demise. Our green-haired hero is armed with custard pies and superballs. Blocking his way to rat-free fun are flying pigs, laser-firing aliens and slimy snakes. *Krusty's Fun House* is a place where your imagination definitely has to run wild if you want to win.

To whip the rodents at their own game, you must de-rat five multiple-room levels. A password lets you keep your place in the Fun House. Different types of bonus blocks, magic blocks, secret passages and tools abound. Some areas will tax your brain with logic puzzles, while others will just have you racing to beat the rats to a particular spot.

During the course of the game you'll enter five bonus rooms. Each of these bonus rooms must be beaten in the time allotted so that you can move on to the next level. In addition to being able to go further in the game, these bonus rooms give you a Krusty Doll bonus for another life. *Krusty's Fun House* lets you clown around, test your brain power and have a lot of fun, too. Enter the Fun House. What are you waiting for, man?



These curved sections of pipe will help you to redirect your rat-flow.

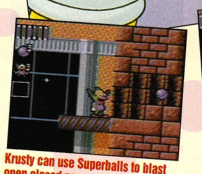


Sometimes you just need to use a tool like this blower to send the rats to their doom.

MATT GROENING



Krusty can move some of the blower blocks around to help the rats along to a certain cartoon death.



Krusty can use Superballs to blast open closed passages.



It makes sense to move the spring blocks around and search up high for hidden items to complete the levels.



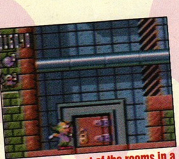
Sometimes you'll need to move the rats through a pipe. Each level has the tools to get them there. These two blocks will let them climb into the above pipe.

Krusty can take only a certain number of hits before his pacemaker gives out, unless you find bonus food items and refill his health. One of the ways to kill Krusty, for sure, is to fall off an area more than two screens in height.



Not all blocks can be picked up or opened. This beige block must be kicked to its proper place to let the rats up. But don't kick it until you've determined where you want it.

These dumb little rodents just walk around. All you need to do is find a path for them to the trap. In this case, the block under Krusty does the trick.

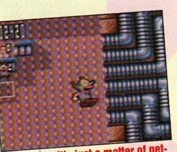


You can take most of the rooms in a level in whatever order you wish, except when you see a lock on a door. These tell you that you haven't beaten all the other areas. You must do so before you can enter the room.





These blocks must be crossed quickly because they crumble under pressure. You may need whatever is hiding on the other side.



Sometimes it's just a matter of getting the rats into the right pipe. You may have to wander the level to map out where each pipe goes.



When you find one of these magic blocks, it will open a secret passage to a Bonus Room. You must beat the Bonus Room to proceed to the next level.



These glass jars come in very handy for rat transport.



After completing each stage, take the time to search the whole area for magic blocks.

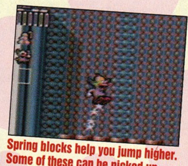
You'll need to become a quick-draw pie slinger when you see these aliens, otherwise they'll take old Krusty out.



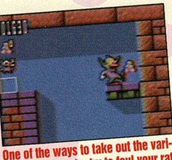
Beating this area is just a matter of setting a few blocks and one blower. Keep trying different combos and you'll get it.



Be sure to come armed with plenty of pies... 'cause these giant goofy birds take three hits.



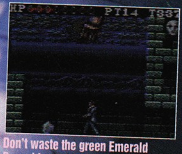
Spring blocks help you jump higher. Some of these can be picked up when you are standing still on them.



One of the ways to take out the various enemies who try to foul your rat-catching is with custard pies. As you run low, you can find more in bonus blocks.

OVERVIEW

Sega is taking on the night with the new Game Gear title *Vampire, Master of Darkness*. Journey through the darkest parts of late 19th century London, tracking down the Master of Darkness himself...Count Dracula. The hunt takes you through five areas and 15 stages of heart-stopping action and danger. Here's your chance to be a real vampire slayer.



Don't waste the green Emerald Bonus' impact. Pick it up only after more enemies are on-screen. Boom! The undead are now dead.



Be careful when you open up Item Masks (these contain bonuses, weapons and special weapons). There might be a weapon of lesser power in them. Keep the Axe. It may be short but it has the most power.

VAMPIRE master of darkness

You guide the stake-pounding hands of Dr. Ferdinand Social, a psychologist and dabbler in the occult. His friend, the noted psychic Miss Julia Arkham, has been kidnapped by Dracula. You prowl the streets and sewers of London town in search of Dracula's Castle, guided in part by a mystic board, which gives you hints. Your search begins along the Thames River, leads to The House of Wax Dolls, then to the Epitaph where you must cross the cemetery and uncover the crypt's many secret passages to find the entrance to the church. More hidden rooms and corridors await in the Laboratory before you reach Dracula's Castle. Daggers, sabers, wooden stakes and axes hidden behind theater masks and walls will aid your quest. Special weapons range from Pistols with genuine silver bullets to 19th century Detonating Mechanisms, also known as bombs. Make it to Dracula's Castle and you may have a prayer of rescuing Julia from the Count's sharp fangs. Hope you remembered the garlic!

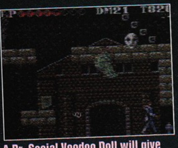
Get the bats while they're hanging upside down or you'll take hits.

Always hit any walls you see. You never know what might be hidden behind them.

Some of the rooms in the Lab seem to have no way out. The key word is seem. Keep trying.



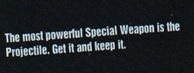
Be cautious crossing the Abyss... lots of loose ledges here.



A Dr. Social Voodoo Doll will give you an extra life. Use it wisely!



Try to get and keep the Pistol, then collect lots of silver bullets for your battle in the Clock Tower.



The most powerful Special Weapon is the Projectile. Get it and keep it.



Search carefully and you can find the entrance to this Church.



Don't fight monsters you don't have to. You'll find it easier to get through the game if you avoid unnecessary battles.

See the other side of this card for a chance to win valuable prizes!

See the other side of this card for a chance to win valuable prizes!

DOUBLE DRAGON



Just when you thought you were out of continues...pick up this C and you'll gain another. Always smash on-screen boxes, mailboxes and so on. You'll find one of four power-ups.

OVERVIEW

Feel like playing a serious fighting game? The megahit *Double Dragon* has made it to Game Gear. This one-player martial arts rescue mission from Virgin Games is an all-out battle through the heart of the city. You'll kick, punch and generally break heads through six hot levels to brawl with the leader of the Black Dragon Gang—The Black Samurai—in a down and dirty contest of strength and will.



Pick up this long gun and you'll be in a position of strength...sure as shootin'.



Billy can use items picked up along the way to help defend himself from attack. This pistol in Level 1 is worth its weight in gold.



Teach the guys from the Black Dragon Gang the great game of baseball. You can start by showing 'em your swing!

Some enemies are better fought from the air. This vicious jump kick can be very effective.

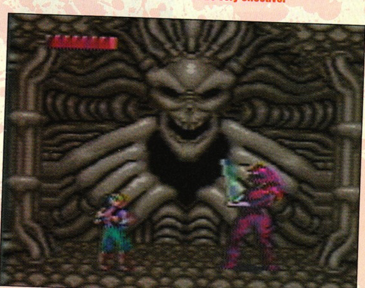
Double Dragon is one of the most famous games in video history. The Game Gear version captures all the excitement of the *Double Dragon* series. You play as Billy Lee in a clenched-fisted quest to free your brother. You start the game with three lives and three continues, and earn an additional continue for every 7,500 points. The moves are basic and straightforward, with graphics that make the most of the Game Gear format. If you like games that require the subtle diplomacy of a clenched fist, *Double Dragon* Game Gear is right for you.



The enemies get harder from here on out. Try to take them on individually.



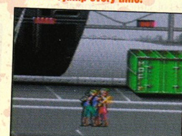
A low kick can take the enemies who don't jump every time.



Hope you have extra lives, 'cause this guy will take about three lives to beat. Change attacks frequently. Attack low, jump and punch in random order. Persistence is the key.



Much of the time your enemies will enter from the right...so hang left and wait so that you can greet them properly.

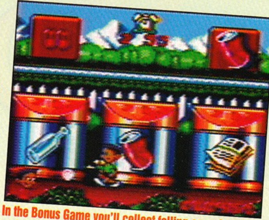


Hit an enemy three times quickly and Billy will go into a multi-punch combo that really cracks heads.

GAME GEAR

MICK & MACK AS THE GLOBAL GLADIATORS




In the Bonus Game you'll collect falling cans, bottles and newspapers and put them in the proper receptacle. If you get behind (and you will because it's fast), catch the falling items first, then try to catch up with the recycling that's already fallen. Watch out for falling Anvils.

OVERVIEW

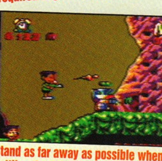
Mick and Mack are back, have strapped on their Goo-Shooters and are ready to fight for the environment in *Global Gladiators*, from Virgin Games for the Game Gear. This innovative hit title has lost almost nothing in its trip to the small screen. As Mick or Mack, you'll blast your way through 12 levels, plus bonus rounds, of fast-paced run, leap and shoot action.

Your task is to clean up four separate worlds — Slime World, Mystical Forest, Toxi-Town and Arctic World — by battling various bizarre critters. Each world has three levels. If you collect enough colored arches in each stage you'll go to the bonus game — a dizzying, fast-moving session of recycling. Your weapon is the Goo-Shooter. Each time you tap the fire button, it launches curving blasts of slime-splattering Goo.

You'll collect indispensable items that will get you through this global adventure: Hearts to replenish lost energy, Clocks that will give you more time to complete the level, 1-Ups to give you another chance (to a max of nine), Continue Arrows that will let you continue from that spot if you croak, and Continue Coins to give you an extra continue. So... four treacherous worlds, each with three crazed stages, a boss battle at the end of each world and high-speed bonus games if you're truly a wizard.


Collect all the arches you can find... each level has a different number required to get to the bonus game.


When in the Mystical Forest World, try to stay as high in the trees as possible and leap from branch to branch. This will get you through faster and more safely.


Stand as far away as possible when battling the Slime-o-matic Mark II and you'll avoid unnecessary hits.


Don't hesitate to look up and down while firing your Goo-Shooter to take out enemies on levels above and below you.


In some rounds the skies hold more danger than the ground. Dodge airborn, enemies until you can find a spot to bring you to their level. Then blast away.


These nice little fish jump high enough to smack you. A blast of goo will de-toxify 'em.


Jump up often to find bonus items that are seemingly in unreachable areas. You'll find invisible platforms that will let you reach them.


Jumping to elevators takes a light touch. A fall will knock the stuffing out of your energy meter.


If you are feeling drained, pick up a large heart to re-energize.

Don't take too much time exploring each stage. Each level has a time limit.

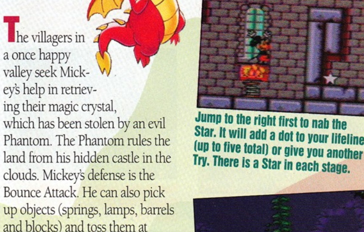
Land of Illusion Starring Mickey Mouse

OVERVIEW

Journey with your old friend Mickey Mouse to the fantastic *Land of Illusion*. This well-crafted game from Sega will open your eyes and mind to what is possible on the Game Gear. The phenomenal graphics depict Mickey in cartoon-like style. *Land of Illusion* is jam-packed with 15 big stages, with mini-quests much like a scavenger hunt. To advance further in the game, Mickey must search for and find special objects, such as a Shrinking Potion, Magic Bean and Cloud Shoes.

The villagers in a once happy valley seek Mickey's help in retrieving their magic crystal, which has been stolen by an evil Phantom. The Phantom rules the land from his hidden castle in the clouds. Mickey's defense is the Bounce Attack. He can also pick up objects (springs, lamps, barrels and blocks) and toss them at enemies. The mouse hero's far-reaching quest spans deserts and pyramids, cramped caverns, haunted castles, an unfriendly toy workshop and an island. The levels are timed and require Mickey to find the door (and sometimes the key to open the door) that leads to the next level.

The young and the young-at-heart will love the many interesting challenges of *Land of Illusion* and delight in the well-done graphics. *Land of Illusion* is pure fun.



Jump to the right first to nab the Star. It will add a dot to your lifeline (up to five total) or give you another Try. There is a Star in each stage.



Wait for low tide, then use the Bounce Attack to clear away this obstruction. Hit Button 2 to make Mickey jump, then Button 2 again to deliver the Bounce Attack. Use this move to knock out bad guys, too.



Don't leave this sea urchin languishing in the deep. He has a magic key you need. You get two tries to make him cough it up.





Trespass here — and get caught — and the penalty is pretty high. A quick, nimble-footed mouse will find the leaves are sturdy enough to use as stepping stones.

Mickey, be nimble! Mickey, be quick! Mickey, jump over the candlestick! Oh, and watch out for flames underfoot and baby dragons spewing fireballs.

Avoid the first whirlwind of leaves by crouching low, then running past it. But let the second whirlwind catch you and carry you to this vine past the prickly hedge. Grab on!



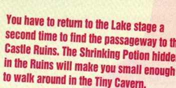
The dragon won't hurt you when he touches you, but his breath is a killer. Toss the blocks from the top of the pile first. Three hits and he becomes your friend.



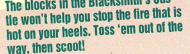


Go into all the doors you can to find hidden goodies. D-Button Up gets you in. Retrieve this barrel from the room at the top of the tree, but don't waste it on the spider: You'll need it to climb higher.

Press Button 1 to pick up items. Press Button 1 again to toss them. Treasure chests hold bonuses that restore your lifeline as well as give you points and additional continues. Toss blocks at your enemies. Move springs to jump to high ledges.



You have to return to the Lake stage a second time to find the passageway to the Castle Ruins. The Shrinking Potion hidden in the Ruins will make you small enough to walk around in the Tiny Cavern.



The blocks in the Blacksmith's Castle won't help you stop the fire that is hot on your heels. Toss 'em out of the way, then scoot!

ARIEL Disney's THE LITTLE MERMAID

OVERVIEW

Ariel, Disney's The Little Mermaid **is making a big splash on the little screen. The Game Gear version of the hit animated movie has the theme music you love and all your favorite friends and enemies: Ariel, King Triton, Flounder, Sebastian, and Ursula the wicked Sea Witch and her gang of evil-doers from the deep. Ursula is making monstrous waves for Ariel and Triton. She has turned the happy Merpeople into little polyps and hidden them away. Finding and freeing the polyps rests on Ariel's shoulders (or you can play as Triton)...but it won't be smooth swimming! The game has four maze-like levels that challenge you at every twist and turn...and the waters are infested with man-eating sharks, electric eels and pirate skeletons.**



Ariel uses her magical voice to send Ursula's sea fiends back to the deep. Triton shoots fireballs from his mighty trident. Ariel's Fish friends add awesome help: Sebastian clears enemies off the screen, Flounder moves boulders to clear passageways and the digger fish digs for buried treasure. Pressing Button 2 and left, right or down on the D-Button brings one of the Fish friends to her side.

Ariel, Disney's The Little Mermaid is an a-maze-ing and fun challenge for all gamers. Dive in! The water's fine!

Shoot at all the clams: Some of them cough up pearls that turn into bonus points. The points add to your treasure which you can spend at the store.

Ursula's evil eels guard the polyps, so sing with your magical voice as you approach them.



The digger fish has a nose for finding buried treasure. Button 2 and D-Button Left calls him to your side. You'll find buried treasure in the sea bottom at the far left, middle and far right areas of Level 1.



Hunting for the hidden polyps is easier if you use the map. Press Start, then Button 2 to call it up as often as you need.



Press Start to see the inventory screen. You need to keep tabs on how many Fish friends, keys and stars you have left to use.



Stay to the right of the reefs in Level 1 to avoid the evil eels.



Your magical voice disarms this hothead. His weak spot is his head: Get above him and blast away.



Press Button 2 and D-Button Right to have Flounder move boulders. In Level 2, you'll need him to clear the passageway at the top far right of the ship where a treasure chest and a polyp are hidden.



Press Button 2 and D-Button Down and Sebastian will soon have this bag 'o bones dancin' to a different beat.



Don't bother to go after treasure chests if you don't have a key to open them.



It's just little you against both of them. To beat 'em, move your tail fast and sing, sing, sing!



To find the store in Level 1, swim to the bottom left, then head right until you see the S. You can buy extra lives, keys to open treasure chests and Fish friends. You need to stock up on digger fish to use in Level 1 and Flounder for Levels 2 and 4.





Press Start to monitor your Cargo and time. The Trip Timer is a 24-hour clock that shows how much time you've used. Remember: You've got just seven days!



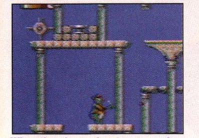
The Lucky Penny is worth more than its weight in copper. Grab it to win limited invincibility from your enemies.



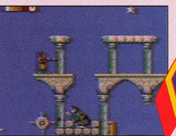
Try to stay in the center of the room and follow the bouncin' balls. Use this weasel for target practice when he gets too close.



The water looks tempting...but it's treacherous for bears! Jump high, flyboy, to avoid hits to your health meter.



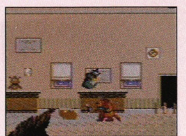
When there's no elevator up...make your own! Some pillars can be knocked down to form steps.



Take a spin on the spring. Shoot the pinwheel to launch yourself.



Use your navigator's nose to lead you to the underground passageways on both sides of the waterfall. Then sniff out the power-ups that abound...including Cargo to help you win the contest. Knock the sea creature off the ledge on the far right wall to find the door to the Customs Office.



Don Karnage's giant magnet polarizes your attempts to get your hard-earned Cargo processed. Avoid Don and his magnet by jumping over him, then quickly turning and pelting him. It takes only a few good hits to demagnetize this fox.



Sniffing out food is one of Baloo's favorite pastimes and it adds strength to his life meter. You'll find this power-up on the roof of the first house.

Kit's slingshot shoots farther than Baloo's paddle ball, but Baloo packs a bigger wallop.

OVERVIEW

Baloo and Kit, the high-flyin' spin doctors of Disney's *TaleSpin* cartoon series, navigate a course straight for your Game Gear in this action/adventure game. The two flyboys are finalists with Shere Khan in a contest to win a lifetime work contract with the city. To win, the Higher for Hire bears have to find 10 cargo boxes hidden within each of eight different locations around the world...and they have to do it in under seven days. Add to that the wily Shere Khan and his cartoon cronies — armed and lying in wait — jumping snakes, rats, vultures and buzzards that you will have to exterminate, and you've got a first-class ride into fun.

You play as the belly-scratchin', paddle-ball whoppin' Baloo or as the spunky, slingshot-slingin' cub, Kit. Your worldwide run takes you from the dangerous Jungle to the maze-like ruins of India, then back to good ol' home base U.S.A. Before you can complete a level, you have to find the entrance to the Customs Office so you can process the Cargo you found. But you'll have to play hardball with Don Karnage, Blaster, The Weasel and Brutus before you're off again. You're airborne in the trusty Sea Duck during part of your journey...but turbulence is the least of your worries.

TaleSpin is a light-hearted, high-flyin' romp that will delight all levels of gamers with its variety of action. So shake a leg, we're ready to fly!



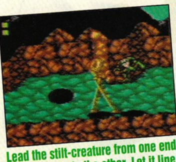
Pick up Empty Boxes to use as steps. Press the D-Button Down to pick them up and D-Button Up to set them down.

OVERVIEW

The 'toads have made it! *Battletoads* by Tradewest on the Game Gear captures the nonstop action and toadworthy graphics of the Genesis version, in high portable style. Pimple and Princess Angelica are being held by the Dark Queen on Ragnarok's World. You play as Zitz. To save the princess and your toad buddy, you have to smash and bash your way through 12 levels of terrific vertical and horizontal scrolling action. Among the challenges you'll face are riding a Speed Cycle through an obstacle course level, taking a spin on a Jet Turbo through a flying obstacle course and cruising a Space Surf Board through a river stage.

Zitz can do far more than punch and kick. This amphibian has all the moves that has made the Genesis version so popular. Punch three times and he'll do the Turbo Thwack, a fist move that blasts enemies off the screen. Double tap your direction pad toward the enemy and as Zitz dashes...hit the punch button and he'll do the Battletoad Butt. Other terrific moves on this cart are the BT Bashing Ball, Swingin' Size Thirteens, the Jawbuster, Kiss-My-Fist, Full Metal Earmuffs (cymbal smash) and the Nuclear Knuckles.

This is not your typical run to the right, slash and jump title. To master *Battletoads* you need to do some strategic thinking, have split-second timing and..munch on flies! What more could a portable gamer want?



Lead the stilt-creature from one end of the screen to the other. Let it line up with you, then jump-kick it when it gets close.




When there is nowhere left to go, take a leap of faith and hope you land on the mechanical snake.



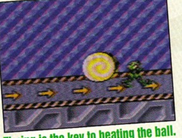
Pour on the speed to make giant jumps. Some ramps start off the ground, so you must first jump before hitting the ramp.



Keep your flyer near the left edge of the screen to get an extra split second to dodge obstacles.



Hang onto grab bars until the wind dies down.



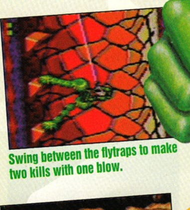
Timing is the key to beating the ball. A few punches or kicks will do the trick.



Carry the ice block for protection when passing under the stalactite.



Use the back wall as a safe place to pick up powerballs. Throw the powerballs back at the robot while dodging laser fire.



Swing between the flytraps to make two kills with one blow.



Some platforms will hold your weight for only a few seconds. Quickly jump onto the next platform.





The mines follow a pattern. Stay at this spot and you'll be safe.

Surprise attack the birds by swinging low before waking them up. You can usually pick off a couple or even all of them without a fight.

Take A Flying Leap!

"If you own a Sega CD and you're looking for 'the next level', look no further." *GamePro*

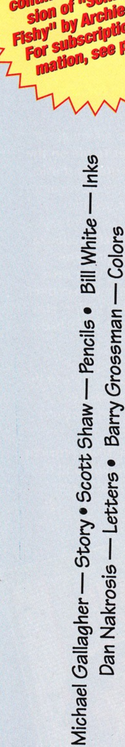
Power your Sega CD to the extreme with *The Adventures of Willy Beamish*. Sega Visions says, **"Willy comes to life on the Sega CD with more animations, CD-quality music, and the voice of Willy himself."** Other videogames flap their lips. Willy talks back with incredible digitized speech and explosive music. GamePro says **"Keep the sound on for this cool voice extravaganza."** Awesome animation. Sega Visions says, **"Playing The Adventures of Willy Beamish is like directing your own mini-cartoon."** So, help Willy win the videogame championship, save his town from evil sludge, and make the cart-heads wish THEY had a Sega CD.

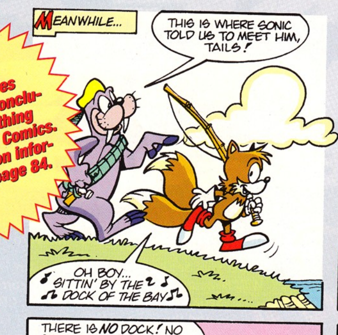
- "A brilliantly original adventure game... one of the year's most enjoyable." *Video Games and Computer Entertainment*
- "The upbeat score provides the perfect background to the game's visual humor." *Electronic Games*

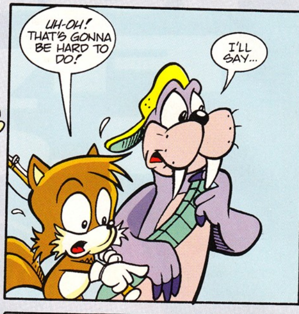


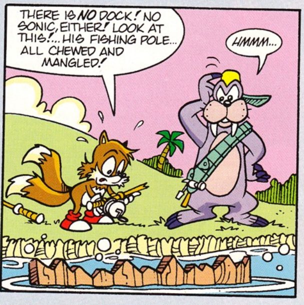
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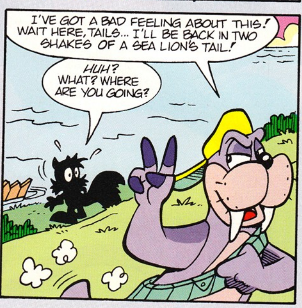
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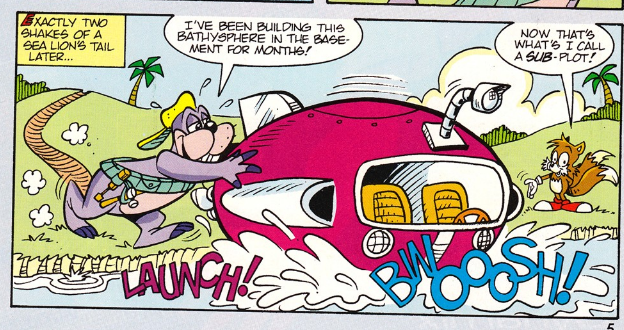

Sonic's four-color adventures continue in the conclusion of "Something Fishy" by Archie Comics. For subscription information, see page 84.
Michael Gallagher — Story • Scott Shaw — Pencils • Bill White — Inks
Dan Nakrosis — Letters • Barry Grossman — Colors


MEANWHILE...
THIS IS WHERE SONIC TOLD US TO MEET HIM, TAILS!
OH BOY... SITTIN' BY THE DOCK OF THE BAY

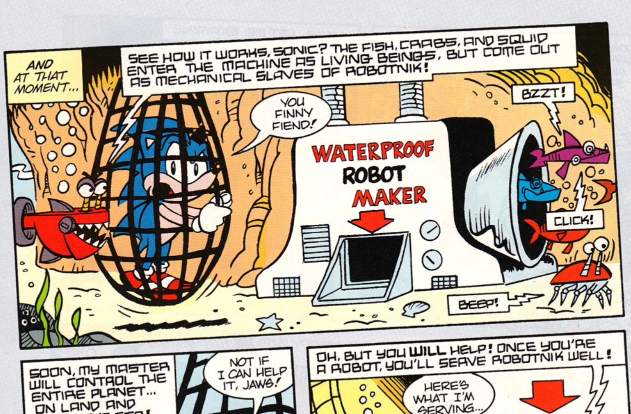

UH-OH! THAT'S GONNA BE HARD TO DO!
I'LL SAY...

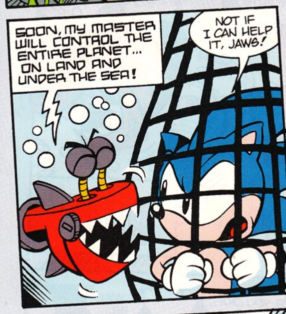

THERE IS NO DOCK! NO SONIC, EITHER! LOOK AT THIS!... HIS FISHING POLE... ALL CHEWED AND MANGLED!
HMMM...

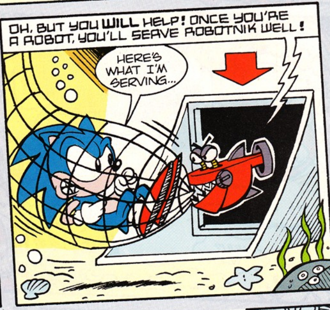

I'VE GOT A BAD FEELING ABOUT THIS! WAIT HERE, TAILS... I'LL BE BACK IN TWO SHAKES OF A SEA LION'S TAIL!
HUH? WHAT? WHERE ARE YOU GOING?

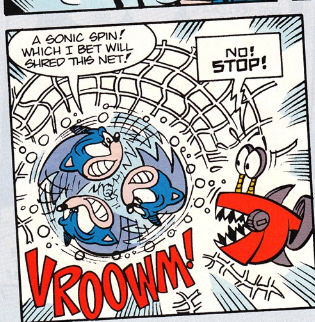

EXACTLY TWO SHAKES OF A SEA LION'S TAIL LATER...
I'VE BEEN BUILDING THIS BATHYSPHERE IN THE BASEMENT FOR MONTHS!
NOW THAT'S WHAT'S I CALL A SUB-PLOT!
LAUNCH!
BWOOOSH!

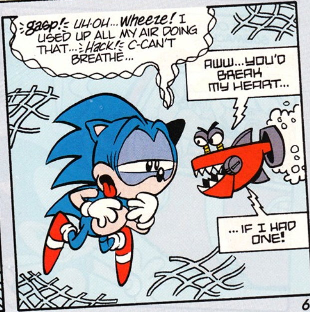
5.


AND AT THAT MOMENT...
SEE HOW IT WORKS, SONIC? THE FISH, CRABS, AND SQUID ENTER THE MACHINE AS LIVING BEINGS, BUT COME OUT AS MECHANICAL SLAVES OF ROBOTNIK!
YOU FINNY FIEND!
WATERPROOF ROBOT MAKER
BZZT!
CLICK!
BEEP!

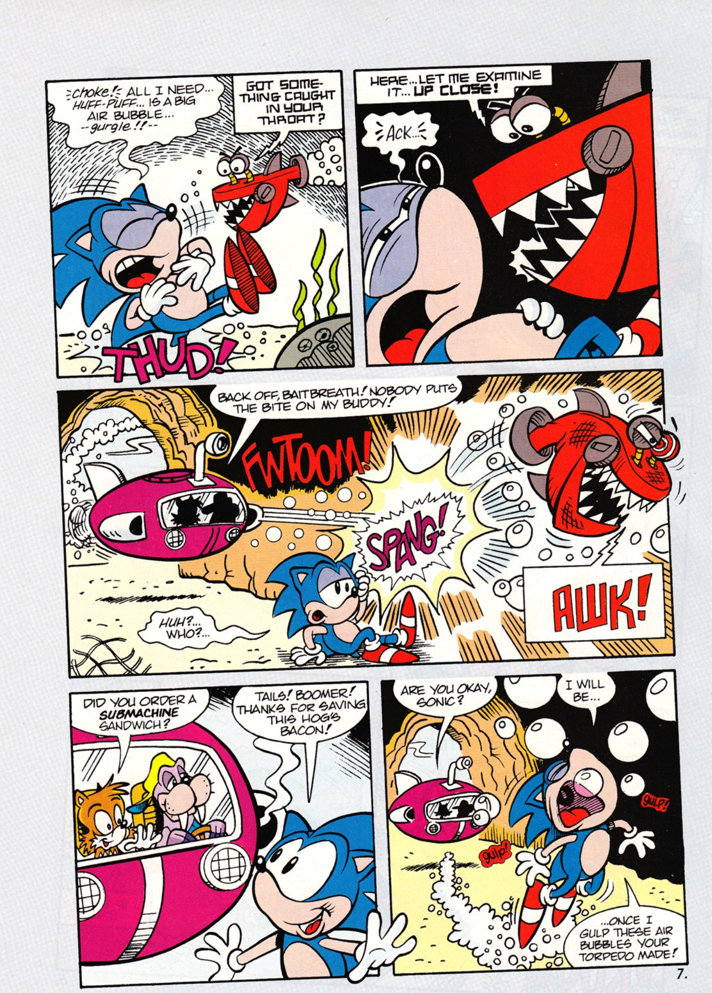

SOON, MY MASTER WILL CONTROL THE ENTIRE PLANET... ON LAND AND UNDER THE SEA!
NOT IF I CAN HELP IT, JAWS!


OH, BUT YOU WILL HELP! ONCE YOU'RE A ROBOT, YOU'LL SERVE ROBOTNIK WELL!
HERE'S WHAT I'M SERVING...

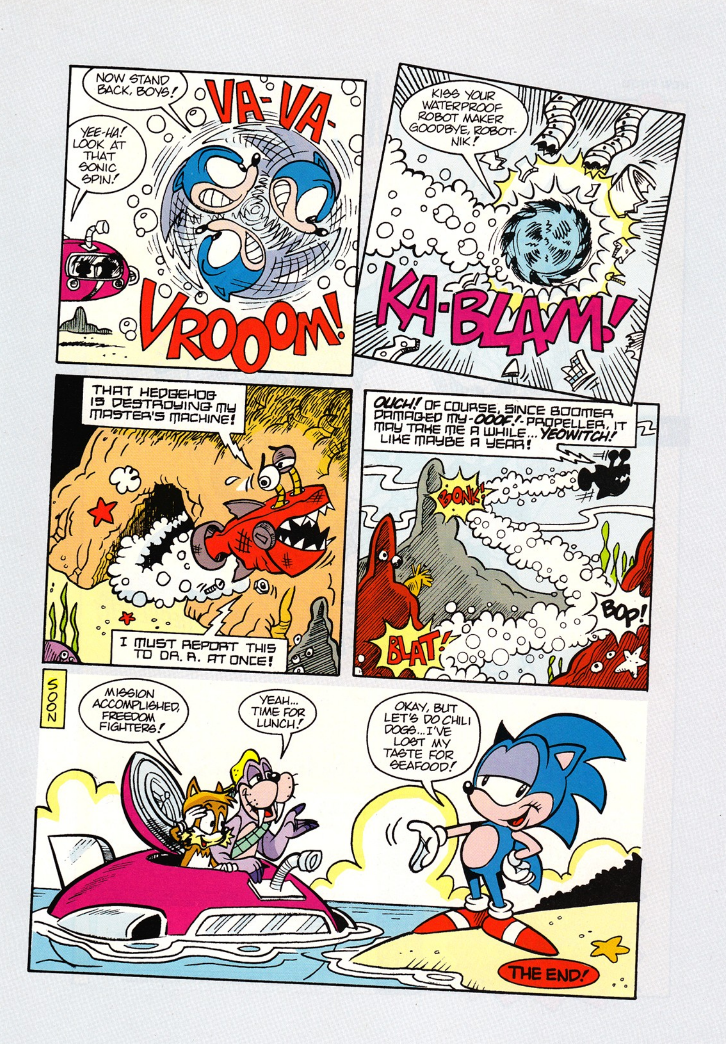

A SONIC SPIN! WHICH I BET WILL SHRED THIS NET!
NO! STOP!
VROOWM!


gasp! UH-OH... Wheeze! I USED UP ALL MY AIR DOING THAT... Hack! C-CAN'T BREATHE...
AWW... YOU'D BREAK MY HEART...
... IF I HAD ONE!

6.



choke! ALL I NEED... HUFF-PUFF... IS A BIG AIR BUBBLE... --gurgle!!--
GOT SOME-THING CAUGHT IN YOUR THROAT?
THUD!
HERE...LET ME EXAMINE IT... UP CLOSE!
Ack...
BACK OFF, BAITBREATH! NOBODY PUTS THE BITE ON MY BUDDY!
FWTOOM!
SPANG!
AWK!
HUH?... WHO?...
DID YOU ORDER A SUBMACHINE SANDWICH?
TAILS! BOOMER! THANKS FOR SAVING THIS HOG'S BACON!
ARE YOU OKAY, SONIC?
I WILL BE...
GULP!
gulp!
...ONCE I GULP THESE AIR BUBBLES YOUR TORPEDO MADE!
7.



NOW STAND BACK, BOYS!
YEE-HA! LOOK AT THAT SONIC SPIN!
VA-VA-VROOOM!
KISS YOUR WATERPROOF ROBOT MAKER GOODBYE, ROBOTNIK!
KA-BLAM!
THAT HEDGEHOG IS DESTROYING MY MASTER'S MACHINE!
I MUST REPORT THIS TO DR. R. AT ONCE!
OUCH! OF COURSE, SINCE BOOMER DAMAGED MY-OOOF!-PROPELLER, IT MAY TAKE ME A WHILE... YEOWITCH! LIKE MAYBE A YEAR!
BONK!
BLAT!
BOP!
SOON
MISSION ACCOMPLISHED, FREEDOM FIGHTERS!
YEAH... TIME FOR LUNCH!
OKAY, BUT LET'S DO CHILI DOGS... I'VE LOST MY TASTE FOR SEAFOOD!
THE END!



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The Envelope, Please...

The Winners of Sega's Third Party Seal of Quality Awards



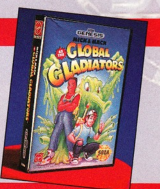
Although many Sega games are produced by Sega's own Product Development group (games like *Sonic, Batman Returns*, and *Kid Chameleon*), most titles are produced and published by outside publishers. Gamers are familiar with Electronic Arts, Virgin Games, Konami and U.S. Gold, to name just a few of the major publishers who develop games for Genesis and Game Gear systems.

Since the introduction of the Genesis four years ago, these outside publishers (or Third Party Licensees as they're referred to in all the legal documents) have been responsible for developing dozens of major hits. We thought it was time we recognized their achievements, and so we instituted the Annual Third Party Seal of Quality Awards.

For Genesis, we selected the best games in each of five categories (Action, Puzzle/Strategy, Sports, Adventure/RPG, Flying/Driving), the games that have the best Sound and the best Graphics, and, finally, the best overall product, the Genesis Third Party Game of the Year. We also selected the best overall Game Gear title for the year. The winners were announced at the Winter Consumer Electronics Show in Las Vegas in January.

Here are the winners for 1992, the best products submitted by Sega's Third Party Licensees.

Best Action Product - Genesis



Global Gladiators • Virgin Games, Inc.

Honorable Mention

- Atomic Runner — Data East USA, Inc.
- Dragon's Fury — Tengen Inc.
- Smash TV — Acclaim Entertainment
- Teenage Mutant Ninja Turtles — Konami, Inc.

Best Graphics - Genesis

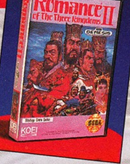


Teenage Mutant Ninja Turtles • Konami, Inc.

Honorable Mention

- Splatterhouse 2 — Namco Hometek, Inc.
- Atomic Runner — Data East USA, Inc.
- Steel Empire — Acclaim Entertainment
- Global Gladiators — Virgin Games, Inc.

Best Adventure/RPG Game - Genesis

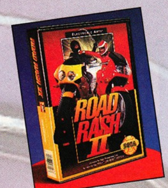


Romance of the Three Kingdoms II • Koei Corporation

Honorable Mention

- Traysia — Renovation Products, Inc.
- Young Galahad — Electronic Arts
- Rings of Power — Electronic Arts
- Cyber Cop — Virgin Games, Inc.

Congratulations to the Third Party Licensees who received recognition for these excellent titles. We look forward to more great titles from these publishers.



Best Flying/Driving Simulation - Genesis

Road Rash 2 • Electronic Arts

Honorable Mention

• Desert Strike	Electronic Arts
• Outlander	The Software Toolworks
• Out Run Europa	U.S. Gold, Inc.
• Super Battletank: War in the Gulf	Absolute Entertainment, Inc.

Best Sound - Genesis



Crueball • Electronic Arts

Honorable Mention

• Terminator	Virgin Games, Inc.
• Global Gladiators	Virgin Games, Inc.
• Aliens 3	Acclaim Entertainment
• The Miracle Keyboard	The Software Toolworks

Best Puzzle/Strategy Product - Genesis

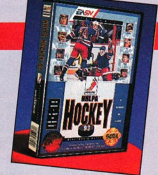
Krusty's Super Funhouse • Acclaim Entertainment

Honorable Mention

• Jeopardy	GameTek, Inc.
• Lemmings	SunSoft
• Warsong	Treco, USA
• Monopoly	Parker Brothers



Best Sports Product - Genesis



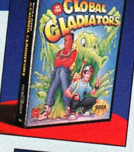
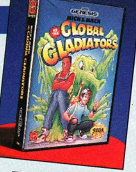
NHLPA Hockey '93 • Electronic Arts

Honorable Mention

• John Madden Football '93	Electronic Arts
• RBI Baseball 4	Tengen Inc.
• Capriati Tennis	Renovation Products, Inc.
• Leaderboard Golf	U.S. Gold, Inc.



Product of the Year - Genesis

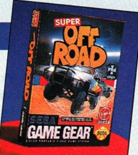



Global Gladiators • Virgin Games, Inc.

Honorable Mention

• Road Rash 2	Electronic Arts
• Romance of the Three Kingdoms II	Koei Corporation
• NHLPA Hockey '93	Electronic Arts
• Krusty's Super Funhouse	Acclaim Entertainment
• Teenage Mutant Ninja Turtles	Konami, Inc.
• Crueball	Electronic Arts

Product of the Year - Game Gear



Super Off Road • Virgin Games, Inc.

Honorable Mention

• Marble Madness	Tengen Inc
• Aliens 3	Acclaim Entertainment
• Indiana Jones and the Last Crusade	U.S. Gold, Inc.
• Prince of Persia	Domark Group Limited



Sega's Seal Of Quality


Sega's Third Party group congregates for a photo opportunity.

Many people wonder what Sega's Seal of Quality really means. Is it just marketing hype, taking up valuable real estate on the package? Or does it have some basis in reality, reflecting the quality of the game in the box?

The fact is, there is only one way that a product can display Sega's Seal of Quality, and that's by going through Sega's rigorous evaluation process and achieving a high enough rating. Sega is responsible for making sure that every aspect of a third party product meets Sega's standards of quality. These standards apply not only to the game itself, but also to the packaging and the manual. Here's how it works:


The Third Party Account Execs get a short lesson on reading upside down.

Each third party title is assigned a Sega Account Executive, the person who keeps track of each aspect of the product and makes sure it follows all the guidelines. All submissions are made to the Account Executive, who continually checks the product's progress and reports back to the third party. At this stage, the Game Analysts at Sega play the game and comment on its graphic appeal, game play, sound effects and other characteristics that affect its overall quality.

As soon as the game has been completed, it is submitted to Sega for final approval. At this point, the Game Analysts start playing the game for hours and sometimes days at a time, looking for "bugs." (A bug is any problem with the game that can cause unpredictable results, like unexpected movements, color changes, or, at worst, a system crash). To make sure that they catch all the bugs, the analysts follow a detailed test procedure. They also scrutinize the game for any offensive or objectionable material, such as graphic sex or references to drugs or alcohol.

Lead Analysts take time off from their grueling schedule. Morning to night it's Play, Play, Play. What a life!

When they are satisfied that the product is bug-free, a number of analysts (usually four or more) then evaluate it on 10 categories. These include Graphics, Sound, Music, Depth, Challenge, Play Control, and Play Value, among others. The scores on these 10 categories are then combined statistically to derive a single score on a 100-point scale. A high score allows the product to carry the Sega Seal of Quality. If the product scores too low to pass, the third party has the option of making suggested improvements and submitting the product for re-evaluation.


Prolonged pumping on the control pad can build rippling muscles. The Game Analysts show off theirs.

Sega's Seal of Quality is there to help consumers make informed choices; Gamers know that titles bearing the Seal are high-quality products that will not crash, burn or offend. If you should ever come across a game that does not carry Sega's Seal of Quality, we suggest you put it down slowly and head for the nearest exit. You never know what it might do.

Look for the Seal, and you know you're on the right track.

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Hey, now it's *your* turn to be James Bond! All you have to do is rescue hostage scientists from a Caribbean island. Defeat a mad professor and his ruthless army. Take on all of Bond's old arch enemies. Enter a volcano. Blow up an enemy space shuttle. And of course, save the world. That's not too much to ask of you, the world's greatest secret agent... *is it?*











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SEGA VISIONARIES

Readers share hints, tips, favorite games and top scores

So you want to know what other Sega Visions readers think? Well, here it is — exactly what you're telling us about your favorite Sega games, hottest tips and hints, and the best scores from the top players. The following favorite games are Sega titles, but hold on to your shirt, in future issues we'll be including Third Party titles as well. Did we say shirt? Yep, 'cause readers mentioned in the Sega Visionaries pages will get a FREE Sega Visionary T-shirt, and you can't top that (or buy 'em in any stores). By the way, make sure and check out the Reader Survey Card in this issue and use it to cast your vote for your favorite games (if you haven't already done so) and to let us know more about yourself.

Sega Visionaries Vote on Favorite Sega Titles





GENESIS

1. **Sonic The Hedgehog 2**
2. **Sonic The Hedgehog**
3. **Taz-Mania**
4. **Streets of Rage**
5. **NFL Sports Talk Football '93 starring Joe Montana**
6. **Kid Chameleon**
7. **ToeJam and Earl**
8. **Sports Talk Baseball**
9. **Phantasy Star III**
10. **Dungeons and Dragons: Warriors of the Eternal Sun**

GAME GEAR

1. **Sonic The Hedgehog**
2. **Sonic The Hedgehog 2**
3. **Chuck Rock**
4. **Joe Montana Football**
5. **Taz-Mania**
6. **The Revenge of Shinobi**
7. **Columns**
8. **Shinobi 2: The Silent Fury**
9. **G-LOC**
10. **Batman Returns**



Scores are based on rank and on the number of votes received. For example a reader's favorite game would receive five points, the second favorite would receive four points, etc. We then ranked the games by cumulative score. The top ten games will likely change from issue to issue as more information is collected and as new titles become available.

WE GOTCHA COVERED

Readers lucky enough to be mentioned in this section will receive a Sega Visionaries T-shirt. So, get on it, and send it in!

TIPS & HINTS

Blackhole Assault – CD

Here is a tip to get to a special 2 player game:

Play Operation BHA with your name as "AZY" (no period)

Here is a tip to ensure an easy game:

Play Operation BHA as "Bignet". Press Start on Controller Two and see the enemy on his knees in a split second!

Jon Silveus, High Ridge, MO



Wonder Dog – CD

Here are codes for six of the nine worlds:

WORLD	CODE
DOGSVILLE	MYSTIC
SCRAPYARD	ANKLES
LOONY MOON	LEDZEP
PLANET WEIRD	REEVES
PLANET FOGGIA	PIXIES
PLANET K-9	WOOPIE

James Tingley, Rio Rancho, NM

Ecco The Dolphin

The following passwords lead to different levels:

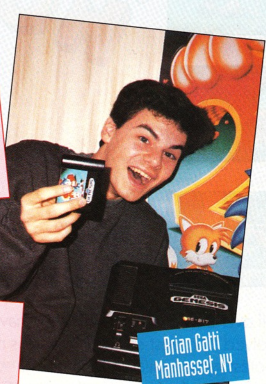
THE MACHINE	– NNNNNNNN
UNDERCAVES	– AAAAAAAA
ORIGIN BEACH	– AAAANNNN
ISLAND ZONE	– NNNNAAAA
HARDWATER	– ANANANAN and NANANANA
DARKWATER	– NNAANNAA
THE VENTS	– AANNAANN
DEEP CITY	– AANNNNAA

Matt Hall, Denville, NJ



NEW YEAR'S CHALLENGE – We have a winner!

Last issue we extended a challenge to readers to reach certain scores on five games. It turned out that one of the scores was impossible to achieve (gotcha!). The challenge for Streets of Rage was 999,990 but the highest score possible is 999,900. One stupendous reader Brian Gatti from Manhasset, NY met our challenge by getting all five. CONGRATULATIONS BRIAN – YOUR PRIZE OF 2 CD GAMES IS ON ITS WAY!



Brian Gatti
Manhasset, NY

HIGHEST SCORES

JAMES POND 2 / Genesis	13,964,700	B. COPELAND
TAZ-MANIA / Genesis	3,521,370	K. BEAR/ YERRIO, CA

PUT YOUR HEART INTO ART!

Sega Youth Foundation needs a logo. What better place to ask for help than from our readers? We recognize talent when we see it — like your totally cool envelope artwork (see "Yo Sega"). So here's the deal. You design us a great logo for the Sega Youth Foundation, send it in, and if your logo is selected you win a total Sega Household System – Sega Genesis, Game Gear, Sega CD and software. You could end up helping an important cause and winning an awesome prize!



Here's what you need to do:

1) Get a feel for the Sega Youth Foundation (true artists have to get in touch with their feelings), by reading about the organization in Overheard at Sega (see Sega Nice Guys) this issue.
2) Create your logo by drawing or painting it in color or black and white on an 8 ½" x 11" sheet of plain (unruled) paper. The logo must include the name of the charity: Sega Youth Foundation.
3) Make sure to read and follow the rules (... it won't take that long).

The Sega Youth Education & Health Foundation funds innovative and effective education and health programs which address the future well-being of U. S. children. The foundation supports programs which enhance the educational process and strive to achieve new educational goals. Programs which take an active and progressive role in treating children's medical needs are also supported by the Foundation.



Rules and Regulations

1. To enter the competition, draw your proposed logo on a 8.5"x11" sheet of paper meeting the guidelines specified above. Include with your logo (on a separate piece of paper), a few sentences telling us what health and education concerns inspired your logo, and why you consider them important. Please include your name, address, city, state, zip code, and phone number on the entry.
2. Mail your entry to:

   Sega of America
   P.O. Box 3899
   Redwood City, CA 94064
   Attention: Sega Youth Foundation Logo Competition.
3. Entries must be received by June 30, 1993. No liability is assumed for lost, late, stolen, misdirected or illegible mail.
4. All entries are the property of the Sega Youth Foundation, and will not be returned.
5. One winner and twenty-five honorable mentions shall be chosen from all entries received. Judging shall be conducted by the Sega Youth Foundation Board. The determination of the winning entry is in the sole discretion of the judges.
6. The winner shall receive one Sega-CD™ player, one Sega™ Genesis™, one Sega Game Gear™, and four software titles for each platform. Software titles shall be selected by Sega of America, Inc. Honorable mentions shall each receive a "Sega Visions™" T-Shirt.
7. The winner will be notified by mail, and will be required to sign an affidavit of eligibility and release within 14 days of the date of the notification or prizes will be forfeited and awarded to the next best entry as determined in the discretion of the judges. Persons under the age of 18 must have a legal guardian sign the affidavit. All state and federal taxes are the sole responsibility of the winner. By submitting an entry, the winner agrees to assign any interest he/she may have in the logo design, including copyright and allow use of his/her name and likeness thereof for advertising and promotion of this competition without compensation.
8. The competition is open to all residents of the continental U.S. excluding its territories and overseas military installations. Employees and their families of Sega of America, Inc., the Sega Youth Foundation, Sega Visions Magazine, IDG, Infotainment World, GamePro Magazine, their affiliates, subsidiaries, advertising, production, promotion and fulfillment agencies and the families of each are not eligible. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply.
9. The names of winners and honorable mentions shall be published in a later issue of Sega Visions Magazine.

The Sega Youth Foundation has made grants to the following charities:

- George Lucas Foundation
- National Foundation for the Improvement of Education
- Clearpool School
- "America's Best Schools"
- Girl Scouts of Santa Clara County
- American Academy of Pediatrics
- Pediatric Aids Foundation
- Just Say No to Drugs
- Children's Health Fund
- Lucile Salter Packard Children's Hospital at Stanford
- Industry Education Council of California
- The Guardsmen
- Ronald McDonald House
- A Better Chance
- The Computer Learning Foundation
- SF Host Committee/Fleet Week
- Hole in the Wall Gang–Connecticut
- Villa San Pedro-Head Start
- Nellie Thomas Institute of Learning
- Educational Foundation of Orinda
- California Academic Decathlon
- Teach for America, Inc.
- Cal State Dominguez Hills/ Challenger Learning Center
- Mathematics, Engineering, Science Achievement (MESA) U.C. Berkeley
- Santa Rosa Community Hospital
- American Heart Association– San Mateo County
- Foothill College Foundation
- Sacred Heart School
- PUENTE Learning Center
- Council for Basic Education
- IMPACT II
- Children's Health Fund
- Children's Health Network– Marin General Hospital
- Fresh Air Fund
- Bids for Kids

For more information about the Foundation, send written requests to:
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Sega of America
130 Shoreline Drive
Redwood City, CA 94065



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Fast Takes

Games in this section are rated on a hundred point scale on each of five categories: Graphics, Sound & Music, Play Controls, Depth & Challenge, and Overall Fun. These ratings are based on the intensive testing and evaluation carried out by our reviewers and game counsellors. Ratings are interpreted as follows:

RATING	
EXCELLENT	80-100
VERY GOOD	70-79
GOOD	60-69
FAIR	50-59
POOR	BELOW 50

Genesis

Rolo to the Rescue

Rolo has escaped from the Evil Ringmaster and is trying to get back to Mama. Sound like a game for the toddler set? Well, yes and no. The storyline is definitely toddler, but the challenge will bring even the toughest gamers to their knees. In fact, our testers reported that this is one of the toughest games they ever played.



Other aspects of the game may also be inappropriate to the intended audience (presumably 5-12 year olds), like the depressing messages that can appear at the end of the game ("You didn't save all the animals, so your conscience bothers you forever").



This is the kind of game you buy for your kid brother but end up playing yourself.

By Electronic Arts

Category: Action/Arcade

Players: Single

RATING	
GRAPHICS	78
SOUND/MUSIC	59
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	81
OVERALL FUN	65

Genesis

Tecmo World Cup



If you're a soccer fan, you'll enjoy this World Cup Championship challenge with a ¾ perspective view. You start off in a round-robin heat with three other teams. Win that heat, and you're off to the finals where you meet the other championship



teams in an elimination tournament. Keep winning, and you may score the World Cup, the greatest achievement in the international soccer arena.

The controls were easy to use but lacked variety. We would have liked to see some more kick options, for example. We also thought the graphics could have been a little brighter.

By Sims

Category: Sports

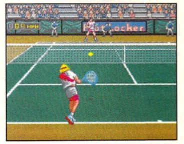
Players: Single2P (Comp)

RATING	
GRAPHICS	58
SOUND/MUSIC	55
CONTROLS/GAME PLAY	65
DEPTH & CHALLENGE	65
OVERALL FUN	68

Genesis

Amazing Tennis

Ace and rally your way to the top in this tennis simulation from Absolute. Choose from clay, grass or regular courts, and choose from a number of opponents of varied rank. Keep winning, and you may find yourself the top seed in the tennis world.



We liked the way you could control the ball, especially during serves — serving the ball hard might increase your chances of an ace, but watch your aim because it could also increase your chance of hitting the ball out. We also liked how you



could put left or right english on the ball. Controlling your player was another story, however: We found the player to be a little sluggish running across the court.

By Absolute Entertainment

Category: Sports

Players: Single, 2P (Comp)

RATING	
GRAPHICS	70
SOUND/MUSIC	63
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	70
OVERALL FUN	68

Genesis

Aerobiz

This unique strategy game has you running a fledgling airline, making all the decisions as you try to become profitable. You buy the planes, choose the routes and plan your budget to



get your new business, er, off the ground. You can choose between two different time periods — 1963-1995 (for a little historical perspective), or 1983-2015 (where you can exercise your imagination).



While this game gives a fairly realistic view of the airline business, we thought the graphics were a little on the cute side, especially in light of the technical nature of the game. Nevertheless, if you're looking for a strategy game that's unlike any other, this one is worth a second look.

By Koei

Category: Strategy

Players: 1 - 4 players (Comp)

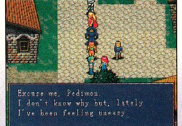
RATING	
GRAPHICS	65
SOUND/MUSIC	60
CONTROLS/GAME PLAY	65
DEPTH & CHALLENGE	79
OVERALL FUN	75

Genesis

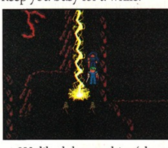
Sorcerer's Kingdom

Join three colleagues (a cleric, a scout and a monk) in a quest to rescue the victims of a growing





number of monsters that roam the land. Explore caves and dungeons, battle enemies and vanquish the demon who's behind all these problems. That should keep you busy for a while.



We liked the graphics (although the characters were a little on the small side), and thought there was plenty of Depth and Challenge to keep RPGers on their toes. We also liked how you could use some strategy in the battle scenes.



Rather than sit back and watch the fight, you could do more to control the outcome. (Hint: Enemies have a lower armor rating from behind.)

By Treco

Category: RPG

Players: Single

RATING	
GRAPHICS	70
SOUND/MUSIC	61
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	71
OVERALL FUN	75

Genesis

NBA Challenge

This one-on-one basketball tournament pits you against the best the NBA has to offer. Compete one-on-one or go for a three-point shootout as Jordan against



Malone, Bird against Mullin, or any other combination you care to choose. And you can choose from three levels of difficulty, as well as practice and tourney modes.

While we thought the play control was pretty good (you can do a basic jump shot with an



occasional slam dunk), we thought that outside shooting in tourney mode was a little too difficult. And while the graphics were generally above average, we found the digitized players' faces hard to distinguish. But if you like basketball games, you should have fun with this one.

By Flying Edge	
Category: Sports	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	65
SOUND/MUSIC	61
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	73
OVERALL FUN	73

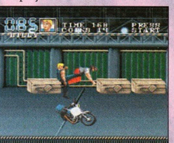
Genesis

Double Dragon

The third in the Double Dragon series is not quite as good as the other two, although Double Dragon fans may not be too concerned. Punch and kick your way past the usual barrage of enemies as you try to find all the Rosetta stones.



Our biggest problem with this game is that the enemies cut you no slack, even when you're down. This makes it difficult to get past some of the thugs in the game, and doesn't make for a whole lot of fun. On the plus side, we thought the graphics and play control were OK,



but the low fun factor could make you wonder why you're bothering.

By Flying Edge	
Category: Action/Arcade	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	63
SOUND/MUSIC	48
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	57
OVERALL FUN	40

Genesis

American Gladiators

Go up against some of the buffest dudes (and damsels) in the land as you compete in six imaginative events. Run across an open field and hide behind



barriers while some muscle-head pelts you with tennis balls. Or stand on top of a pillar and try to maintain your balance as your opponent lays into you with a giant Q-Tip. You get the idea.

While we like the idea of an American Gladiators game, we thought this one could have



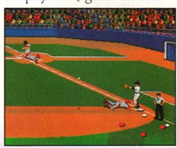
been executed a little better. For one thing, the overhead views in some of the events were not always appropriate; a first-person view would have been more fun.

By Gametek	
Category: Sports	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	70
SOUND/MUSIC	58
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	55
OVERALL FUN	53

Genesis

Roger Clemens' MVP Baseball

Choose one of 25 Big League teams (by the name of the city, not the actual team) and play an entire season, including playoffs. Choose your lineup, and control all the players, as you try to make it to the World Series. You can play solo (against the com-



puter) or go up against a friend in two-player mode. A password option lets you take an occasional break for rest and nourishment.

We liked the unique outfield views, but found that the different views interfered with the play control, making it difficult



to throw to the right base. Overall, we didn't feel the game offered any advantage over other baseball games.

By Flying Edge	
Category: Sports	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	63
SOUND/MUSIC	57
CONTROLS/GAME PLAY	47
DEPTH & CHALLENGE	53
OVERALL FUN	60

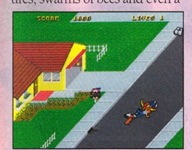
Paperboy 2

Most arcade gamers are familiar with Paperboy, the newspaper delivery game where you treat your subscribers with respect while dissin' nonsubscribers by



hurling papers through their windows. The arcade conversion was available on most systems, and became popular with gamers everywhere.

In Paperboy 2, you have to avoid a whole new set of obstacles, like baby carriages, rolling tires, swarms of bees and even a



hand creeping out of the sewer. You can also aim at most of the objects on the screen, gaining extra points if you hit them. But that is sometimes easier said than done. The 3/4 view perspective is not always accurate, making the play control a little tough at times.

By Tengen

Category: Action/Arcade

Players: Single

RATING	
GRAPHICS	63
SOUND/MUSIC	67
CONTROLS/GAME PLAY	57
DEPTH & CHALLENGE	62
OVERALL FUN	60

Genesis

Risky Woods

Risky Woods has you going up against wave after wave of evil things coming at you from all



directions. Along the way, you have to chant mantras to get past the various barriers in the game. Actually, chanting these mantras is a lot like playing Simon, where you repeat a pattern that appears inside a geometrical figure.



But before you can start having at the bad guys you have to gather links for your armor. Until you get the requisite number of links, it's pretty tough going.



After that, you can practically breeze through the game. In fact, we found the game a little too tough before you gathered the links, and a little too easy after.



Overall, we found this to be another solid title from Electronic Arts.

By Electronic Arts

Category: Action/Adventure

Players: Single

RATING	
GRAPHICS	77
SOUND/MUSIC	73
CONTROLS/GAME PLAY	77
DEPTH & CHALLENGE	82
OVERALL FUN	70


Guess who's spending the summer at Howard Johnson?
You got it. Sonic the Hedgehog. And if you play your cards right, you will too. Just tell your parents when Kids Go HoJo at Howard Johnson Hotels and HoJo Inns, you stay free. Then get ready for free rentals* of Sega Game Gear and free FunPacks filled with comics and toys. They're all jammed full of Sonic the Hedgehog stuff, and they're all waiting for you at Howard Johnson when you check-in. You can even save† on the purchase of a Sega Game Gear video game and cartridges to take home. Maybe going on vacation with your parents isn't so bad after all.
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Genesis

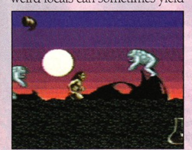
Shadow of the Beast 2

You haven't taken a shower in weeks, you've got chicken bones caught in your knee-length hair, and Beast Mage just kidnapped your sister and imprisoned her on danger-fraught Kara-Moon.



Talk about a bad morning.

Kicking, howling and pulverizing your opponents won't be enough. You'll need to wake up and use some smarts to work through the many different puzzles standing in the way of your rescue effort. Conversing with weird locals can sometimes yield



valuable clues, and various weapons and objects you pick up along the way can be essential. The graphics are impressive and detailed throughout the game and the game-control is easily customized.

By Electronic Arts

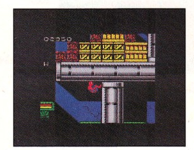
Category: Action

Players: Single

RATING	
GRAPHICS	73
SOUND/MUSIC	67
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	63
OVERALL FUN	67

Game Gear

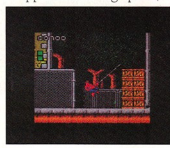
Spider-Man 2



Spider-Man goes after the Sinister Six, climbing, swinging and doing all that arachnoid stuff



that has endeared him to his comic book fans. However, Spider-Man fans might be a little disappointed in the graphics,



especially the scaling of the characters. Spidey and the other characters look like midgets next to the other objects in the game, looking like they had all been shrunk by some mad scientist.

Six levels of challenging game play should keep most gamers going for a while. On the other hand, some of the game's difficulty can be attributed to the play controls, which we found to be somewhat imprecise.

By Flying Edge

Category: Action/Arcade

Players: Single

RATING	
GRAPHICS	65
SOUND/MUSIC	60
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	64
OVERALL FUN	68

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Replacement Parts, Peripherals, and Accessories

Genesis

1602	Genesis AC Adapter	$15.00
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253-6320	Blank Cartridge Covers	2.00

Game Gear

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2103	AC Adapter	13.00
2117	Master Gear Converter	20.00
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253-6386	Cartridge Cases	1.00
253-6368/ 601-6499	Wrist Strap	2.00
601-6689-01	Rod Antenna	10.00
6369	Battery Covers Set (Both Left & Right)	1.00

This Month's Hot Products

Genesis

1035	**Greendog Cartridge**	**48.25**
1606	**Control Pad Extension Cord**	**10.85**
1607	**Cleaning System**	**10.85**
1657	**Mega Fire Control Pad**	**25.85**
1804	**D & D Hint Book**	**12.95**

Game Gear

2118	**Rechargeable Battery Pack (Without AC Adapter)**	**43.00**
2140	**Cleaning Gear**	**11.00**

Other

1805	**Sonic Players Guide**	**17.95**

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Incoming!

Hey, fellow gamers! Here's a peek at the titles planned for release over the next few months. Of course, new titles are popping up all the time, so the list may change slightly. We'll let you know if that happens. Meanwhile, here are some titles we can all look forward to for the next few months.

March/April '93

Genesis

Cyborg Justice	Action	Sega
X-Men	Action	Sega
Blaster Master 2	Action	Sunsoft
Chester Cheetah	Action	Kaneko
Cool Spot	Action	Virgin
Elemental Master	Action	Renovation
Flintstones	Action	Taito
Tiny Toons	Action	Konami
G-LOC	Action/Flying	Sega
Fatal Fury	Action/Fighting	Takara
King of the Monsters	Action/Fighting	Takara
Flashback	Adventure	US Gold
The Humans	Puzzle	Gametek
Amazing Tennis	Sports	Absolute
American Gladiators	Sports	Gametek
Bulls vs. Blazers	Sports	EA
King Salmon	Sports	Vic Tokai
RBI Baseball '93	Sports	Tengen
Tecmo World Cup	Sports	SIMS
Tony La Russa Baseball	Sports	EA
Aerobiz	Strategy	Koei

Game Gear

Spiderman: Return of the Sinister 6	Action	Flying Edge
Krusty's Fun House	Puzzle	Flying Edge
Evander Holyfield Boxing	Sports	Sega
Arch Rivals	Sports	Flying Edge

Sega CD

Batman Returns	Action	Sega
Time Gal	Action	Renovation
Rise of the Dragon	Action/RPG	Sega
Dracula	Adventure	Sony
Hook	Adventure	Sony
After Burner III	Flying	Sega

May '93

Genesis

Strider 2	Action	US Gold
T2 the Judgement	Action	Flying Edge
Out Of This World	Adventure	Virgin
Toys	Adventure	Absolute
Shining Force	RPG	Sega
Sorcerer's Kingdom	RPG	American Sammy
Mutant League Football	Sports	EA

Game Gear

Mickey Mouse: Land of Illusion	Action	Sega
Battletoads	Action	Tradewest
Paperboy 2	Arcade	Tengen

Sega CD

Final Fight	Action/Fighting	Sega
Ecco the Dolphin	Adventure	Sega
Sherlock Holmes, Volume 2	Adventure	Sega
Out of This World	Adventure	Virgin

June '93

Genesis

B.O.B	Action	EA
Rocket Knight	Action	Konami
Splatterhouse 3	Action	Namco
Wolf Child	Action	JVC
Jungle Strike: The Sequel	Action/ Adventure	EA
Rolling Thunder3	Action Arcade	Namco
Best of the-Best Cham Karate	Action/Fighting	Electrobrain
Streetfighter II, Ch. Ed	Action/Fighting	Capcom
Dracula	Adventure	Sony
Hook	Adventure	Sony
Thomas Tank	Family	THQ
F-15 Strike Eagle 2	Flying Sim	Micro Prose
Championship Bowling	Sports	Mentrix
Chi Chi Pro Challenge Golf	Sports	Virgin
Indy Heat	Sports	TradeWest
Breach	Strategy	American Sammy
P.T.O	Strategy	Koei

Game Gear

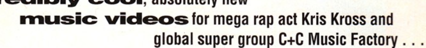
Vampire	Action	Sega
Double Dragon	Action/Fighting	Virgin
Dracula	Adventure	Sony
Hook	Adventure	Sony
Wheel of Fortune	Puzzle	GameTek

Sega CD

Spider-Man	Action	Sega
Stellar 7	Action	Sierra
Young Indiana Jones	Adventure	Sega
Terminator	Adventure	Virgin
Thunder Hawk	Flying	JVC
Dungeon Master 2	RPG/Adventure	JVC
Heimdall	RPG/Adventure	JVC



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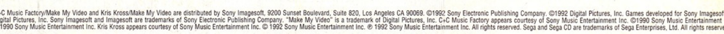




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Coming soon for Genesis and Game Gear.





